THE PLAYER'S GUIDE TO NINTENDO 64 GAMING

064



FIND ALL THE SECRET BOXES!



STRATEGIES & TIPS

STONE COLD GAMING!





GEX 3
DEEP COVER GECKO

Check out what's inside:







Star Wars Shadowman Battlezone

Display until August 31, 1999
$9.99 USA $10.99 CANADA
92
0 71486 03368 4

WE DIDN'T CLONE IT.

We ripped its heart out and strapped it into new bodies.



FASTER, FIERCER AND MORE POWERFUL THAN EVER COMES QUAKE II FOR PLAYSTATION® GAME CONSOLE AND NINTENDO 64™. THESE TOTALLY REDESIGNED VERSIONS ARE BORN AGAIN WITH UNCHARTED LEVELS, IDEAL GRAPHICS, BLOOD-CURDLING SOUND EFFECTS, FEROCIOUS 2/4 PLAYER DEATHMATCHES, AND DUAL SHOCK FEEDBACK LITERALLY GIVE YOU ONE INTENSE OUT-OF-BODY EXPERIENCE. QUAKE II FOR THE CONSOLE – WELCOME TO THE NEXT LIFE.



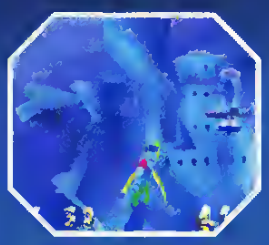
Quake II™ ©1999 Id Software, Inc. All Rights Reserved. Distributed by Activision, Inc. under license. QUAKE® and the id® logo are registered trademarks of Id Software, Inc. Quake II™, the Id Software™ name and the Q II™ logo are trademarks of Id Software, Inc. Activision® is a registered trademark of Activision, Inc. Licensed by Nintendo. Nintendo, the Official Seal, Nintendo 64 and the 3-D "N" logo are trademarks of Nintendo of America Inc. ©1996 Nintendo of America. Licensed by Sony Computer Entertainment America for use with the Playstation game console. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. All other trademarks and trade names are properties of their respective owners.

All Hail the Lizard King!

GEX makes his triumphant return in GEX 3: Deep Cover Gecko.



As an international secret agent for hire, GEX'S latest adventure is to rescue the beautiful Agent Xtra who has been kidnapped by who else but GEX's arch nemesis, Rez. Along the way GEX must change into a variety of costumes and master ALL-NEW gameplay mechanics to outwit the evil Rez's empire.



Find and unlock secret playable characters including GEX's overweight leopard gecko cousin, JoyZee and his butler, Alfred.

"96% Gold Award"
PSExtreme magazine

Over 25 all-new character disguises with unique mechanics like scuba diving, rocket launching, gliding, snowboarding and more.



"The level designs... are great" *Electronic Gaming Monthly*



Over 1,000 all-new one-liners, in-game hints, and celebrity impressions from comedian Dana Gould.

PlayStation

TEEN T ESRB











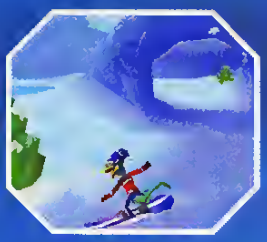
a subsidiary of Eidos Interactive, Inc. is a registered trademark of Eidos Plc. © 1999 Eidos All rights reserved.
Nintendo 64 and the 3-D 'N' logo are trademarks of Nintendo of America Inc. © 1996

CRAVE ENTERTAINMENT

New Nintendo 64 move: "The Tongue Grab"

Exclusive to the Nintendo 64!

- 3 ALL-NEW Nintendo 64 levels
- New "Controllable Tongue Grab". Control GEX's extra long tongue to swing over obstacles and enemies.



All-new intuitive 3D camera system

"the most in-depth platforming game on the PlayStation."
Offical PlayStation Magazine





"Gex 3 is definitely a worthy sequel."
Electronic Gaming Monthly

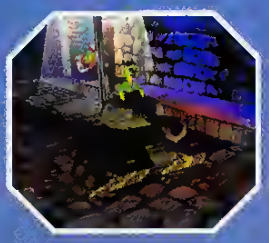
Fast-paced Bonus Rounds that include riding crocodiles, kangaroos, tanks, camels and more.

All-new worlds based on media and pop culture parodies including:

- Saving Private GEX through intense military missions
- Twisted North Pole with crooked Santa and his evil elves
- GEX Capone as the CLODFATHER

"GEX 3 will keep you playing for hours and hours"
Electronic Gaming Monthly

Baywatch vixen Marliece Andrada stars as the beautiful Agent Xtra.



RP

NINTENDO 64

World-Wide GEX!



www.eidosinteractive.com/gex/index.html

THE On-Line Source for NEW GEX Info:

- Free GEX & Agent Xtra Wallpaper!
- Updated GEX news and Contest Info!
- New screenshots, character art & downloadable movies



EIDOS INTERACTIVE
GAMES WITH CHARACTER





GEX 3
DEEP COVER GECKO

All rights ... shown we from the Pla... ga... console ... blished by ... ctive USA, Inc

CONTENTS

VOLUME 2
SUMMER '99

MAIL 8-9
Good questions and better answers!

TRST DATA 10
The top selling games across the country, with ratings and shots.

COVER STORY 12-15
A double header with GEX3 and WWF Attitude games for N64!

EXCULSIVE 18-25
Amazing exclusive shots, text and the art of motion capture.



E3 QUICK PICS 26-40
It's the Godzilla of Preview sections. We show you the bulk of new N64 titles that'll be at the big show.





Monoco Grand Prix
Hybrid Heaven
All-Star Tennis
All Star Baseball 2000
A Bug's Life
Triple Play 2000
Mario Party
Air Boardin'
Super Smash Brothers

JUDGEMENT 42-77



STRATEGY 78-107
Gargantuan strategies this issue with Beetle Adventure Racing and A Bug's Life.

COLOR GAMEBOY 108-109
Gaming on the go. Six new Color Gameboy games to entertain the mind.

BACKDOOR 110-115
We've packed this issue full more spoilers and cheat than you could ever use.

• STUFF WE THINK ABOUT •

Welcome to the Summer 1999 issue of Q64, your one-stop source for Nintendo 64 (and Game Boy Color) gaming information. As we typically do, we've packed this issue of Q64 with so much information that you may need the help of three friends just to absorb it all!

But, before we go into all of the good stuff featured in this issue, let's take a moment to address some of your concerns. Although we touch on the subject lightly in our mail section, we have had hundreds of letters from you, our faithful and devoted readers, asking about the state of the N64 and what Nintendo is going to do to compete with the PlayStation 2. You asked if Nintendo's new machine will be able to beat the Sony machine to market, and you wanted to know if it will be CD or cartridge ("Pak") based, and you asked a million other questions as well. However, the truth of the matter is that Nintendo has never tried to rush their next generation consoles to market. A quick look back in history shows us that, before Nintendo was able to release the SNES in the US, the Sega Genesis had already been on the market for over a year! Next, while Sony and Sega were announcing the ship dates of their new machines, the PlayStation and the Saturn, respectively, Nintendo was nowhere to be heard from, and, they didn't end up shipping the N64 until a full 15 months AFTER the PlayStation shipped, and nearly 20 months after the launch of the Saturn. Obviously, Nintendo marches to the beat of their own drummer, and that drummer is Mario. As long as Mario continues to be a viable mascot, leading the company into forays such as racing games, RPG's, puzzle games, party games, and even fighting games (as well as the obvious action/platform style), then Nintendo has no real reason to change its MO, or method of operation. Heck, if everyone that buys a new Nintendo machine also buys a copy of Mario "The Next Generation", plus the three Mario Spinoffs, then your looking at a company that doesn't care how many Metal Gear Solids sell on the PlayStation 2 — they've got "their's". Add the fact that Nintendo makes more money from every game sold by a 3rd party company (a Midway or EA) than the company actually making the game, and you've got a recipe for success that isn't likely to change until the consumers make it change. Mario on!

Ok, back to the issue at hand (the Summer 1999 issue, that is). One of the things that you'll probably notice when flipping through this issue is the redesign and new look of some of our sections. Bigger, bolder, more colorful, but still the same amount of useful information! Be sure to check out our E3 coverage (the industry event of the year — the Electronic Entertainment Exposition), our cover stories on two hot new games (WWF Attitude & Gex 3), as well as two very thorough strategy guides for Beetle Adventure Racing and A Bug's Life. Enjoy the issue and we'll see you when it's time to go back to school (Fall '99).

ERIC

EDITOR IN CHIEF ERIC WINDING PRODUCER TIM LINDQUIST LAYOUT & DESIGN DAVID SILVIERA
EDITOR ANDREW PHILLIPS EDITOR MARK ANDROVICH EDITOR ADAM PAVLACKA
AD SALES (650) 372-0842 MARK P. WINDING OPERATIONS MANAGER SUSAN OLSEN-WINDING
SINGAPORE (65) 340-7120 MICHAEL A. GERARDO ASSOCIATES DIGITAL IMAGING (818) 999-4319 IMAGITECH
PUBLISHER DAVID JON WINDING ASSOCIATE PUBLISHER GREG OFF

E-MAIL: dre@quake.net

K OF DIMENSION PUBLISHING INC ENTIRE CONTENTS COPYRIGHT © 1999 ALL RIGHTS RESERVED Q64 IS PUBLISHED QUARTERLY BY DIMENSION CHESS DRIVE, SUITE E FOSTER CITY CA 94404 FOR CUSTOMER SERVICE WRITE Q64 CUSTOMER SERVICE DEPARTMENT 1175 CHESS DRIVE SUITE ALL EDITORIAL PRODUCT INFORMATION SHOULD BE ADDRESSED TO SAME. UNSOLICITED MANUSCRIPTS CANNOT BE RETURNED OR ACKNOWLEDGED. OLE OR IN PART WITHOUT PERMISSION IS PROHIBITED PRODUCTS IN THESE PAGES ARE TRADE NAMES OR TRADEMARKS OF THEIR RESPECTIVE N PUBLISHING, INC AND Q64 MAGAZINE ARE NOT AFFILIATED WITH NINTENDO OF AMERICA OR THE COMPANIES OR PRODUCTS CONTAINED HEREIN. ADEMARK OF NINTENDO OF AMERICA PRINTED IN THE U.S.A.



MONSTER TRUCK MADNESS 64

JULY 1999

RATING PENDING
RP
CONTENT RATED BY ESRB

NINTENDO 64

Microsoft

ROCKSTAR GAMES

Rockstar Games and the Rockstar Games logo are trademarks of Take Two Interactive Software, Inc. © 1999 All rights reserved. Nintendo, the Official Seal, Nintendo 64 and the 3-D "N" logo are trademarks of Nintendo Of America Inc. ©1996 Nintendo of America Inc. © & (p) Copyright 1999 Microsoft Corporation. All rights reserved. Microsoft, Monster Truck Madness are registered trademarks of Microsoft Corporation in the United States and/or other countries.

MAIL Q64

Dear Q64,

I om o huge fon of your mogozine — I buy every issue ond I read every issue! I heard o gome wos coming out colled "Roinbow Six", is this true? I heord it wos kindo like Goldeneye ond Winback. Also, in the Spring '99 issue, Mork reviewed Rogue Squodron ond said thot there's no other gome like it except AeroFighters Assault. Mork — don't you remember Stor Fox? I like Rogue Squodron ond Stor Fox? Well, loter for now. You guys kick ?*@!

Diehord Fon,
Darin Broswell,
Cloverdole, Co.

Thanks for the letter, Darin. Rainbow Six is indeed a Nintendo 64 game that will be released later this year. You can read more about it in our E3 section. Also, Star Fox is more of an arcade game than Rogue Squadron and AeroFighters, as these games are a bit more on the "sim" side of things.

Cool guys ot Q64,

I wos wondering if you could tell me if gomes like Gron Turismo ond Ridge Rocer Type 4 ore going to come out for the Nintendo 64. It seems os if the PlayStotion hos oll the cool racing gomes, ond we N64 owners ore left with sucky titles like Cruisin' World ond Colifornio Speed. Please clue me in!

JoJo Townsend,
Clevelond, Oh.

JoJo,

Well, we hate to break the news to you, but Sony (Gran Turismo) and Namco (Ridge Racer) won't be coming out with Nintendo games anytime soon, at least not Sony. And Namco has stayed away from the N64 for more than two years, so it's not likely they're going to get involved at this late stage. However, the good news is that there are some terrific racing games available for your Nintendo 64 — check out Beetle Adventure Racing from EA, and the new World Driver: Championship from Midway. Beetle is kinda like Ridge Racer in that it is more of an arcade experience, and World Driver is more like Gran Turismo in that it is more sim-like. Check 'em out, you'll like 'em!

Dear Q64,

I've been buying your mogozine for the post year ond I wos very disoppointed in your Spring '99 issue (the one with Gountlet on the cover) becouse, when I checked out the bockdoor section, it didn't have ony codes for WCW Nitro in it. Well, con you guys put some codes in it for the next issue?

Your biggest fon,
Mono Kea
Honolulu, HI.

Mana,

Once again, ask and you shall receive! Check out our Backdoor section this issue, and you'll find some cool codes for Nitro. And, just in case you wanted to know, the reason we didn't have any codes for the game in our last issue was because the game had not yet been released at the time we went to press.

Dear Q64,

I recently bought my first issue of Q64, ond it's totolly cool! I hove o couple of questions: 1) Could you give me o cheat for NFL QB Club 99? And, where's the best ploce to buy Q64? I don't wont to miss on issue. Keep up the good work.

Mott Neff,
Ottawo, KS.

Matt,

Ask and you shall receive — check out all the codes for QB Club 99. Next, you can always find us at places like Electronics Boutique and Babbages, as well as Software, Etc., Barnes & Noble, and many other fine retailers.

NFL Quarterback Club '99
SCLLYMLDR - Alien Stadium
PWRPYLNS - Huge Pylons
BGMNY - Big Coin in the Coin Toss
MRSHMLLW - Big Players
BCHBLL - Super Size Football
TRBMN - Unlimited Turbo
STCKYBLL - No Fumbles
FRRSTGMP - Slo Motion
DBLDWNS - 8 Downs
XTRTMS - Cheat Teams
XTRVLTG - Electric Football Mode
BTTRFNGRS - Always Fumble
HSNFR - He's on Fire!
PNBLL - Players Bounce Around Pinballs
FLBBR - Flubber Ball
PPCRNRTRNS - Land Mine Mode
PWRKCKR - Super Kickers
RGBY - Rugby Mode
HSPTL - Mega Injuries
TTHPCK - Players Look Like Toothpicks
RCQTBLL - Raquetball Mode
SLPNSLD - Super Slippery Mode

Dear Q64,

Hi! I'm writing to osk o few questions — first, I just bought your Spring '99 issue ond I think it's pretty good, but the question is, how do I order back issues? Second, why ore the imoges blurry in the review section, 'couse I hove some of those games ond they look better thon thot! Third, why doesn't o gome get o 10 on o review? Is thot number just there to woste ink? Zeldo deserves o 10 stroight ocross! You guys probably grode these things like I do — never give o perfect score becouse there's olwoys room for improvement. Fourth, is the next Nintendo system going to be in CD formot, or DVD? And, will the 64DD come out in the US ot oll? And for my finole, why don't oll of the new gomes use the 4MB Exponsion Pok? It wos mode to improve gomes, but only o few ore octuolly toking odvontoge of it. I'm hoping to hear from you guys — keep up the good work!

Stan Gromodzki,
Chicogo, Il.

Stan,

Hey Stan! Thanks for the great letter, full of interesting questions and keen observations. Let's take 'em like you asked 'em; 1) You can order back issues by calling Dimension Publishing at (916) 989-0131, 24 hours a day, 7 days a week. 2) The bigger the screen shot,

the more likely the textures are to get blown out, that's why you'll see a bit of fuzziness on some of our larger shots. However, we try to keep the damage to a minimum, so you'll always get the best possible resolution! 3) You are absolutely correct, the 10 is there just to waste ink! No, no, no, that's not right. You're correct because there IS always room for improvement, and even Zelda, as wonderful as it is, could be better! 4) No, we told you many issues ago (you'll have to check the back issues!) that Nintendo wouldn't be coming out with the 64DD (despite the fact that some other mags still talk about it) during our lifetime. Not only won't it come out here, it won't see the light of day in Japan, either. 5) Nintendo hasn't released spec's yet for their next generation hardware, but we have a feeling they will continue to use the cartridge format, mainly because they can charge higher royalties and manufacturing costs to the developers that make games for the system (people like Acclaim, Ubi Soft, EA, etc.). 6) Regarding the 4MB Expansion Pak, we've spoken to many game developers that feel it is a complete waste of their time. When you check out two of the better looking games out right now, Beetle Adventure Racing & World Driver, both of which DO NOT use the pak, then you'll have to agree that developers don't have to use it to make great looking games!

Dear Q64,

I'm a big sparts gamer and have purchased just abaut every sports game far the Nintenda 64 (my favorites are World Cup & WWF War Zane), but it seems that nane af the games really plays as well as my favarite sparts games an the SNES and even the ald NES. The sparts games far thase systems just seemed ta be better — I can't really pinpaint any ane reasan thaugh, they just seem better! Anyway, I've been reading yau mag for abaut a year naw (my first issue was the Spring '98 issue), ond yaur sparts reviews are the anes I always read first. I baught Kabe Byrant NBA Basketball and NBA Live 99 last year, but didn't like either ane af them. Kabe's game was slaw and boring, and Live didn't have ony life in it. I stayed away fram In the Zane 'cause everybody knaws what a hunk a junk that was, and five-on-five Jam (NBA Jam 99) just didn't get me excited — they shauld have left it as twa-an-twa. I am alsa a big football fan, and play tans af Madden and QB Club (Madden's a little better averall, I think). Baseball has never been the mast interesting game, but last year I really played a tan af Griffey and All Star Baseball. Sorry if I'm rambling, just thaught yau shauld knaw! Anywha, I da have some questians in here... first, what's the best baseball game ta get this yeor? I can't affard ta keep buying twa af everything, sa I need ta make wise decisians this year. What da yau think, Slugfest ar ASB 2000 (and I know EA Sparts is caming aut with Triple Play)? Next, I KNOW the WWF Attitude game is gaing ta be the bomb, I just wont more infa. Third, are there gaing ta be any boxing games caming aut? I've played my friend's (on that other system) and they're pretty cool. Lastly, football season is gaing to be caming up befare you knaw it — is there going ta be anather Blitz game? And I'm sure EA is caming aut with onother Madden... what can yau tell me abaut them?

Anyway, thanks for reading the whale letter (it's actually a class assignment, I'm going ta get graded an this!!). Please print my letter (and all the answers, too).

Yaur loyal reader,
Jerry South
Tampa, Fl.

Well, thanks for the homework, Jerry. We'll be sure to give you a passing grade! You brought up a lot of issues regarding sports game for N64, and we'll do our best to answer them all. Let's see... our current favorite baseball game is All Star Baseball 2000 from Acclaim, although we haven't received a finished version of Ken Griffey's Slugfest yet, so we have not reviewed that one! Check out our reviews of both ASB2000 and Triple Play 2000 in the Judgment 64 section. If you want more info on WWF Attitude, then you have come to the right place! We've got an entire behind the scenes look at Acclaim's hot new wrestling title in our Cover Story section. And, as far as football is concerned, 1999 is gearing up to be another great one for the N64, as Acclaim, Midway, and EA Sports are all working on new versions of their hit titles. You can read up on all of them in our E3 Special Report. Thanks for the letter, Jerry, and keep those grades up (and then maybe you can get a job playing video games for a living!).

Dear Q64,

Before I forget, yaur mag racks! But, I picked up the latest issue (Spring '99) and I have some bones ta pick with yau! Haw cauld Vigilante 8 get a scare af 9? Maybe an 8, but mare like a 7, if yau ask me. But, na way is it a 9. Heck, yau guys gave Zelda a 9 — you telling me thase two games are equal? Yau're crazy! I da, however, agree with yaur scares an BattleTanx (that game rocks) and Beetle Adventure Racing (ane af the best racing games ever!). But, c'man, Zelda should be a 10 and Vigilante 8 should be a 7. Anyway, keep up the good work — yau guys rock!

Stevie Rogers
Cleveland, Oh.

Stevie,

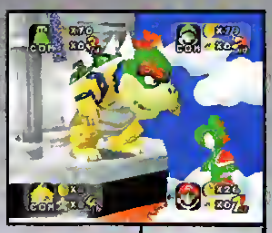
Ah, the old question about game ratings... will it never end? Probably not, because your opinion is just as valuable as the next gamer, and if the two of you don't agree, then you don't agree. It's the old "some like Madden, some like QB Club" story. All we can say is that Mark really, really liked V8 (and most of us here think it's a darn good game, too). However, just because games are rated with the same score (Beetle, V8, and Zelda, for instance, all received 9's), doesn't mean their all equal, because they are all different TYPES of games (in this case, racing, combat/racing, and adventure). You could argue that "If Beetle is a 9, then California Speed should be a 1", and you would be arguing about two games in the same category, and the scores would be relevant. So, just keep that in mind when comparing games that are not of the same genre — it's tough to do! And, Stevie, YOU rock!

TOP 10 TRST

BEST SELLING NINTENDO 64 TITLES

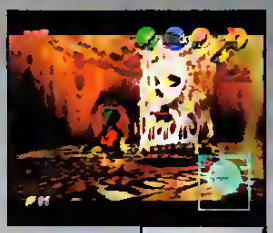
MARCH, 1999

Nintendo's
Mario Party



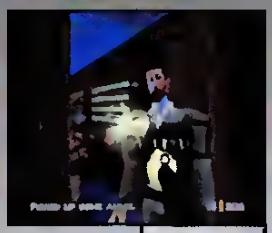
1 last month **1**
average retail price **$50**
8

Nintendo's
Zelda



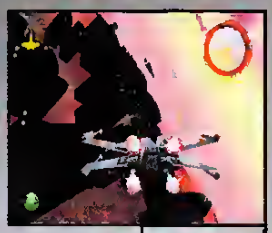
2 last month **2**
average retail price **$60**
9

Nintendo's
Goldeneye 007



3 last month **3**
average retail price **$40**
9

Lucasarts'
Star Wars Rogue Squadron



4 last month **5**
average retail price **$50**
8

Nintendo's
Super Mario 64



5 last month **8**
average retail price **$40**
NR NOT RATED

Nintendo's
Mario Kart 64



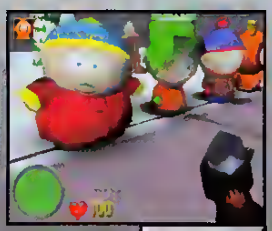
6 last month **7**
average retail price **$40**
8

THQ's
WCW/NWO Revenge



7 last month **9**
average retail price **$51**
8

Acclaim's
South Park



8 last month **6**
average retail price **$60**
6

EA's
Beetle Adventure Racing



9 last month ******
average retail price **$51**
9

EA's
Nascar 99



10 last month **10**
average retail price **$40**
8

Source NPD TRSTS Video Games Tracking Service • 9,100 outlets across the U.S.
900 West Shore Road, Port Washington, NY 11050
(516) 625-2294

** Not in Top 10 Last Month

The ratings reflected above are those of Dimension Publishing and do not represent the opinions of NPD TRSTS



The first blast wiped out your Space Center. In just 3 hours, the high-tech weapons satellite will strike again...It's your job to make sure that it doesn't.



"Explosive N64 adventure"
...Nintendo Power



4 Different 2 PLAYER Modes, including Deathmatch and Lethal Tag

- Intense 3rd Person Action/Shooter
- Precision laser-sighting aiming mechanism
- Immense 3D Environments
- Battle heavily-armed Boss Chracters and "smart" enemies
- Rumble Pak Support

WARGASM

COVERT OPERATIONS

www.koeigames.com

KOEI

NINTENDO 64

Only for

RATING PENDING RP CONTENT RATED BY ESRB

© KOEI Corporation and KOEI Co., Ltd. All rights reserved. Nintendo 64 and the 3-D "N" logo are trademarks of Nintendo of America Inc. The ratings icon is a trademark of the Interactive Digital Software Association.

WWF ATTITUDE















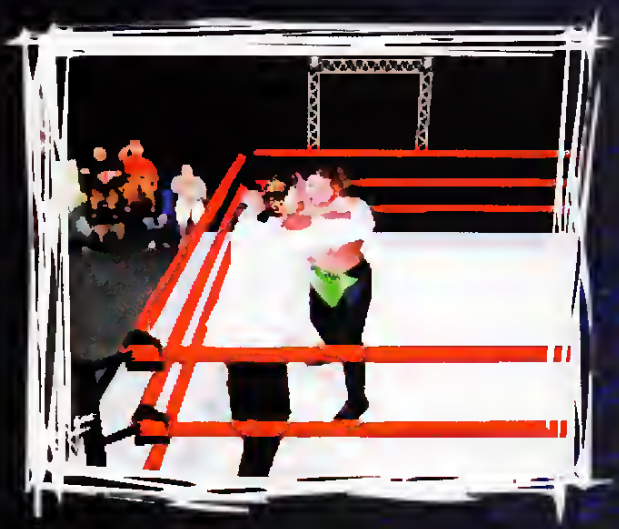
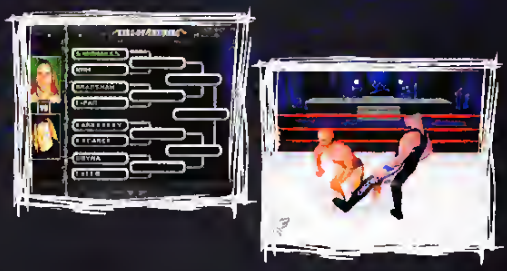
Accloim struck wrestling gold lost year by delivering the goming industry one of the oll time great wrestling gomes, WWF Wor Zone. Well, if you thought things were pretty good lost year, then you'll be in wrestling nirvono ofter playing Acclaim's lotest gome, WWF Attitude.

For WWF Attitude, Acclaim turned the room upside down ond storted putting every gome play option known to mon (and even some mon never thought of) into the gome. First of oll, though, they hod to stort by increasing the number af wrestlers the yau cauld use. Wor Zone hod only 18, ond everybody let Accloim know that onother tiny number like thot just wouldn't be acceptoble. So, now you'll be oble to wrestle os one of 40 different WWF superstars, plus on odditiono! 30 chorocters were thrown in to odd even more depth. Although the extra fighters oren't 'real', if you look closely enough (ond know your wrestling history), you may just be oble to recognize some af them! All of the WWF guys ore in there, including: Stone Cold (of course), The Rock, D'LO Brown, The Undertaker, ond tons mare. Heck, the women even get into the act os well, so keep your eyes on the lookout, Sable may be just oround the carner (getting ready to whack you over the head with o choir, no doubt!).

Another one of the cool new gomeplay features is the addition of speciolty motches. You con participote in the Lumberjock, First Blood, I Quit, King of the Ring, Survivor Series, Iron Mon, Last Man Stonding, Weapons, ond mony more. And, for those of you osking for it lost year, Accloim hos respanded to your desires by including o creote-o-poy-per-view mode. Yup, yau can literolly put together just obout ony kind of motch you wont to — Title vs. Nan Title Bouts, Speciolty Matches, ond more. Essentiolly, you will be oble to choose oll of the wrestlers who will participote, the type of motch, the oreno where the octian tokes ploce, ond even name the event yourself! Wow — who could osk for onything more, right? Well, since you did, yau probobly olready know the onswer — expanded create-o-ployer mode! Yes! Now you con really get in-depth with your created wrestler, even more so thon lost year (ond there wos lots to choose from in Wor Zone). Now when you create your wrestler, you can choose his entronce music, his type of pyratechnics, ond you can select ond save your own move sets. By the woy, WWF Attitude hos over 400 different moves, so you won't be running out of options onytime soon! Of course, now that you've created this super-stud, world dominoting menoce, you'll need something to do with him, right? Of course! How obout if you select "Career Mode" ond see whot hoppens in there? Well, let me tell you o little bit obout whot you con expect to find in the Coreer Mode.





First of all, you start out at the bottom of the wrestling food chain, trying to fight to make it to the top. Once you win a few matches and start to gain a little respect, you'll make your way up to the European title fight. If you win, you become popular, and if you become popular, then the public is going to want to see your ugly mug, right? Right. So, guess what? Now you're on TV, baby, showing up in place like Monday Night Raw, and Shotgun Saturday. Who could ask for anything more? Well, you could, if you want to keep making your way to the top. But, if you get too good, you'll have to watch out for the guys ranked higher than you, as they'll try and sabotage your career, without actually fighting you for a title (those wimps!). But keep working hard, you're bound to make it!

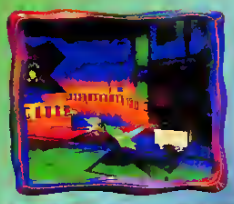


As if all of the above were not enough to put you diehard WWF fans over the edge, Acclaim has dumped in many more features to keep you playing. There will be more than 15 game modes when all is said and done, 70 different wrestlers, enhanced wrestler features like entrances and custom move sets, over 400 different moves, all motion captured by the Hardy Boys, all new weapons (Vince's bedpan, TV, baseball bat, & shovel) and lots more. Summer just wouldn't be the same without WWF Attitude in your machine, so be sure to check it out!

ERIC



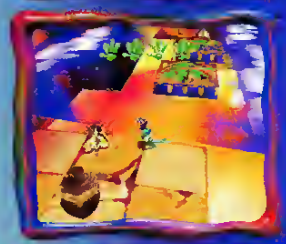


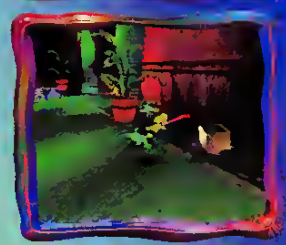















GEX 3

DEEP COVER GECKO



Eidos and Crystal Dynamics are currently finishing up their second installment of the GEX action/platform series for the N64, GEX: Deep Cover Gecko. The game shipped at the end of March on the PlayStation, and we were interested in what the team was doing to make the new GEX all it could be on the N64. We recently sat down with Sam Player, the game's producer and Jim Stiefelmaier, GEX's lead artist, to talk about their favorite gecko.

Q64: What kind of feedback did you get from owners of Enter the Gecka? How did player comments affect the new game?

SP/JS: We received lots of great input from consumers during focus testing for GEX 2 and implemented much of that prior to release. We also took into consideration many other suggestions post launch. To be specific, we've added many more costumes for GEX (25+); many of which have their own mechanics (i.e. Vampire cape allows GEX to glide). A Hercules-type outfit allows GEX to break large Roman columns. We've also simplified the camera system to be more user friendly! And, of course, we added vehicles for GEX to ride. Oh...and TONS OF SECRETS — including secret playable characters.

Q64: Who do you consider your core audience for the GEX franchise? Who do you directly design and market the game to?

SP/JS: We primarily target 12-17 year old's, but GEX is loved by both younger and older game players as well. The great thing about GEX is that the humor was designed using the Simpsons as the model. GEX has media themed parody and voice-over that appeals to the older gamer and then there's just plain wacky humor that the kids dig too.

Q64: Can you tell us what will be new to GEX: Enter the Gecka fans?

SP/JS: There are a number of new features that we implemented in Deep Cover Gecka in the ability to ride on characters (kangaroo, gator, tank), a number of new friends & hidden characters (Alfred, Jayz, Rex) and a couple of new play mechanics (the ability to glide and a tongue stick move).

Q64: What are the differences between the PS and N64 versions of Deep Caver Gecka?

SP/JS: Many of the textures and special effects in the game benefit from the bi-linear mapping and we were forced to get rid of the FMV as a result of the cartridge memory limitations.

Q64: In our opinion, the N64 version of ETG suffered in comparison to the PlayStation game. How do you see the new games stacking up?

SP/JS: A lot of effort was put into improving the frame rate for this version of GEX. We did a lot to optimize the handling and loading of the textures. If you look at almost any other N64 game, you will see that only a handful of textures appear on the screen in any given frame. But GEX has a very special look that comes from the tremendous number of textures that the artists create. It isn't uncommon to have close to a hundred textures on the screen in a given frame. Keeping this look was very important to us.



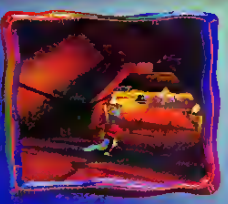
Q64: Will Deep Caver Gecka be technically competitive with other N64 action/platform titles?

SP/JS: Yes, by all means. GEX has really great detailed

INTERVIEW

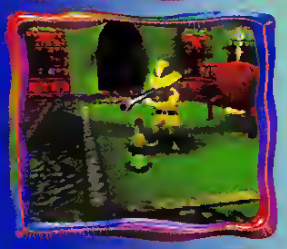
and involved graphics, with a wonderful, rich audio track and tons of voices. This makes GEX a really strong N64 game, from a technical point of view. More significantly, this version of GEX has improved compression and a larger cartridge. This is really important, since it allows us to have just as many levels and just as many voices as the PSX version.



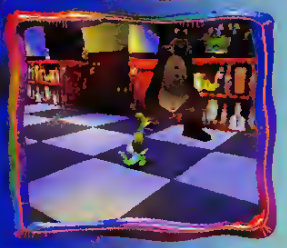


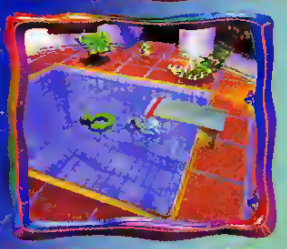














Q64: Can yau give us some of the technical details of the game? Does it suppart the RAM Pak? Will it maintain a solid 30 fps frame rate? Display resolutian?

SP/JS: The game does not offer RAM Pack suppart. With a few exceptions, the majarity of the game runs at 30+ frames per second and the game is being displayed in 'normal' resolution. This time around, we have Rumble Pak suppart and the cartridge is 32 Megs. This increase in data storage has allowed us to get all the levels in this time around. In addition, there are three new levels in the N64 version and a new N64 mechanic; a cantrallable 'Tongue Grab'. GEX uses his tongue to swing over obstacles and enemies.

Q64: How are you dealing with the translation of voice and soundtrack from the PS version?

SP/JS: With the exception of the FMVs, we didn't lose anything coming over from the PSX. Every 'GEXism', every sound effect and all af Alfred's lines are in the game! Special thanks to the larger 32 Meg cart. Music is being remixed by a musician wha specializes in N64 music. We've specially contracted some of the best and most experienced N64 audio guys to help with this project.

Q64: What was the single biggest technical issue for your team in taking Deep Cover Gecko to N64?

SP/JS: There really wasn't one single "biggest" technical issue. GEX is a game that is filled with lots of large levels, loads af characters, tons of sound effects, an incredible amount of spoken text, and just an enormous number af textures. Getting all this into the game and maintoining the quality that the fans of GEX have come to expect was an enarmous challenge. So, I guess the answer is that just getting everything to be in the game, so we wauldn't have to cut out features (levels, voice) was the biggest issue. On the art side, N64 handles transparency different than PSX, so we had to redo many textures.

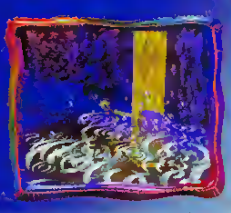
Q64: What da you consider to be the central game play theme in Deep Cover Gecko? By that, we mean; what is the one game play theme that will keep you interested and playing the game? Is it the explaration, the action/platform aspects, enemy interaction?

SP/JS: All of the above. I believe that design team has done an exceptional jab of mixing up the gameplay to always give the gamer new rewards along the way (i.e. new mechanics, secrets to explore, vehicles to ride, costumes & additional playable characters to unlock, etc.).

Q64: Is Rez really GEX's father? Or was this simply a play on Rez's part to help weaken GEX's resolve? Does Deep Cover Gecko settle the paternity issue?

SP/JS: Yau know we can't answer this!

Q64: Apparently, blood tests have not been completed and Rez isn't talking. We'd like to thank both Sam and Jim for sharing their insights and look forward to seeing a completed version of the game in the near future.





ed Army Men, Sarge's He... Men 3DO and their respective logos are trademarks and/or service marks of The 3DO Company in the U.S. and other ... Nintendo, Nintendo 64 and the 3-D "N" Logo are registered trademarks of Nin...







ARMY MEN
SARGE'S HEROES

REAL COMBAT. PLASTIC MEN.™





3DO™

www.armymen.com

nerica Inc. © 1996 Nintendo of America Inc. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. All other trademarks belong to their respective owners

STAR WARS EPISODE I RACER



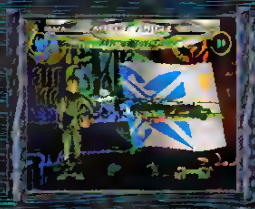
"A long time ago, in a galaxy far, far away..."

It may be hard to believe, but it has been 22 years since those words first appeared on the silver screen. They ushered in a pop culture phenomenon like no other before or since. The three movies which comprise the Star Wars trilogy are among the top 10 money-making films of all-time and have produced countless numbers of toys, books, and...of course...videogames. Seeing as how the Star Wars movies were released in the late 1970's and early 1980's, at the same time that videogames began to gain in popularity, it is not surprising that games based on the Star Wars license have appeared on nearly every videogame system released to date.

The very first Star Wars videogame was "The Empire Strikes Back," released by Parker Brothers for the Atari 2600 (and other systems) in 1982. The game was a side-scrolling shooter based on the snowspeeder vs. Imperial Walker battle from the film. Although primitive by today's standards, it was a hit at the time. The next release, "Jedi Arena," was not such a success. Loosely based upon the scene in the original Star Wars where Luke learned to use a light saber, the game required players to break blocks protecting their opponent by deflecting laser bolts from a floating seeker ball.

After the Return of the Jedi film was released the following year, Parker Bros. announced a series of games based upon the movie. Only one was ever released — "Death Star Battle," in which players piloted the Millenium Falcon against the second Death Star. "Star Wars: The Arcade Game" was the final home game to appear before the market crash led many companies (Parker Brothers included) to abandon videogames. It was based upon the Atari vector graphics coin-op.

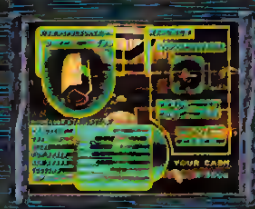
Speaking of which, Atari's Star Wars coin-op used a specialized yoke control rather than the typical joystick. For the very first time, gamers were able to pilot Luke's X-Wing through the Death Star trenches and destroy the battle station. The arcade game was also notable for the use of sampled voices taken from the film. A little-seen conversion kit allowed arcade operators to turn their Star Wars machines into an Empire Strikes Back game. Like its predecessor, this coin-op featured colored vector graphics and sampled voices as players battled Imperial Walkers on the ice planet Hoth. Vector graphics were abandoned for the final Atari coin-op based upon Return of the Jedi. The game scrolled at a 45 degree angle and involved speeder bike chases on the planet Endor. Star Wars games did not return to the arcades until nearly a decade later when Sega released its own Star Wars coin-op.

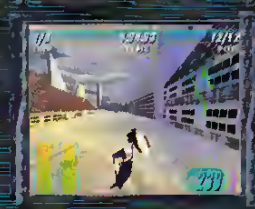












On the computer front, Star Wars games re-appeared in the early 1990's with the advent of CD — ROMS as storage media. The first game, "Rebel Assault," put the player in the role of Rookie 1 as he completed training missions to become a Rebel pilot. This was the first game not to be based upon sequences in the original trilogy. Lucasarts also released Star Wars games in genres such as the first-person shooter ("Dark Forces"), flight simulation (the "X-Wing" and "TIE Fighter" series), and real-time strategy ("Rebellion"). It even tried its hand at a fighting game — "Masters of Teras Kasi" for the Sony Playstation — but met with limited success. "Rebel Assault II," also for the PlayStation, contained FMV-based shooting and flying sequences which looked nice but offered little replay value.

Nintendo itself has enjoyed a special relationship with the Star Wars universe dating back to its first home console — the original Nintendo Entertainment System. In the waning days of that unit's life, JVC's "Star Wars" and











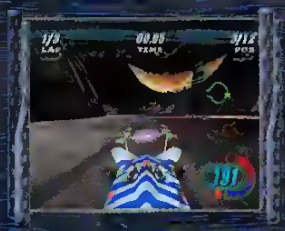
"The Empire Strikes Back" games gave the NES some extended life. The videogames loosely followed the events of the films and allowed players to control Luke, Leia, Han or Chewbacca depending upon the circumstances. Soon thereafter, the entire movie trilogy was released in game form for the brand new Super Nintendo Entertainment System. "Super Star Wars," "Super Empire Strikes Back," and "Super Return of the Jedi" were primarily platform games — involving a lot of running, jumping, and shooting — with a few spaceship battles thrown in for good measure.

When the Nintendo 64 was launched in the U.S. in 1996, one of the first games released for the system was "Shadows of the Empire." It combined racing, flying, and first-person shooting action set in the Star Wars universe, but instead of being based upon one of the existing films, the storyline was a new creation which fit in the time frame between The Empire Strikes Back and Return of The Jedi. Late last year, a second Star Wars game was released for the N64 — "Rogue Squadron," which allowed players to pilot the well-known spaceships in a variety of combat missions.

This year, after a 16 year hiatus, George Lucas is bringing us a brand-new Star Wars movie. Star Wars Episode 1: The Phantom Menace is the first in another planned trilogy that takes place before the adventures of Luke Skywalker and company that we all know and love. If you've seen the trailers for the new film, you'll know that it contains just as many aliens,



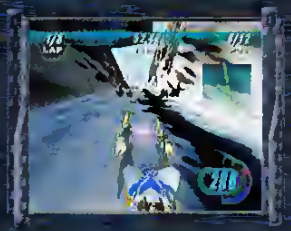




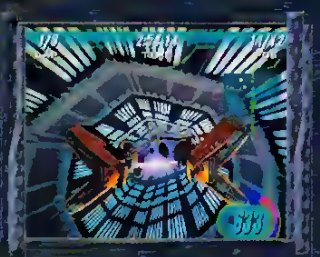
droids, spaceship dogfights, high-speed races, and lightsaber battles as its predecessors. Just the sart af action which makes it onother perfect license for a videogame, right? Of caurse!

"Star Wars: Racer" will be the N64's first Episode 1 gome and is bosed upan o sequence in the film involving young Anakin Skywalker — Luke and Leia's father-to-be and the future Dork Lard af the Sith. In the movie, Anakin is a sort of indentured servant who lives with his mather on Totooine (for such a backwater planet, a lat of important people come fram there). The boy apparently has a knack far machinery ond equipment, due to his being strang with the Force. As an alder Ben Kenabi later said of Luke's father, "He was the best star pilat in the galoxy...and o cunning warriar." Well, I'm nat sure about the worriar part, but in Episode 1 we will see how good af a pilot Anakin is. He competes in a spart known as pod racing which is dominated by alien roces. Think af it as drag racing, anly with ships tethered to massive engines traveling at life-threatening speeds. This near-illegal activity is presided over by nane ather than the natorious crime lord Jabba the Hutt.





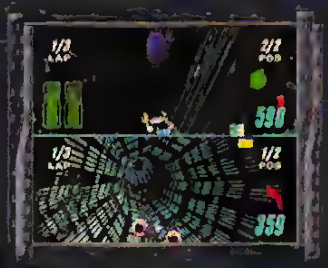
Like the Death Star trench battle from A New Hape, the Hath battle fram The Empire Strikes Back, and the speeder bike chose from

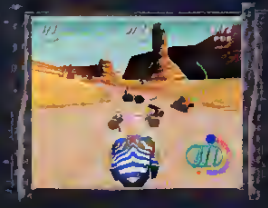




















Return of the Jedi, the pod racing sequence is bound to be one of the highlights of the new movie. "Star Wars: Racer" will attempt to bring this fast-paced action home. Like Wipeout, the game offers players the chance to pilot futuristic-looking racers against multiple opponents on a variety of tracks. Although the movie's pod race takes place only on Tatooine, the videogame boasts multiple race tracks on various planets as well as bonus tracks for winning circuits. Although there is no combat per se, you can damage opponents by running your pod into them. You must also must be careful not to burn out your own pod's engines by using the turbo boost too often.

What else does Racer have to offer? As with most modern racing games, each vehicle has different strengths and weaknesses and can be upgraded with new parts (either by purchasing them or salvaging them from any opposing pods you wrecked during the game). There will be a two-player split screen mode, and the N64 expansion pack will be supported—increasing the game's level of detail and adding more opponents than the normal game offers. There will be level "bosses" to race, and players can select from several playable characters — including Anakin Skywalker himself. Finally, the tracks are said to feature many shortcuts and hidden paths to explore.

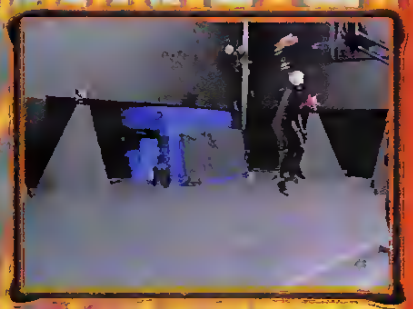
Videogames set in the Star Wars universe have always been known for their attention to detail. More than any other games, they have really tried to capture the look and feel of the films. Names of places mentioned just briefly in the films have been made into entire levels, and almost every alien, droid and human character which appeared in the films has played a videogame role. Unfortunately, at times the game play has been lacking. Many of the games have sold well just based upon the license, but lately gamers have come to expect more. "Star Wars: Racer," which concentrates solely on the new film's most action-packed sequence, looks like it won't disappoint. It should appeal to both Star Wars fans and racing game fans alike, and is guaranteed to be one of the best-selling games for the N64 this year. Look for it to reach the store shelves soon after the film is released on May 19th.

MARK

A MOTION CAPTURE ATHLETE





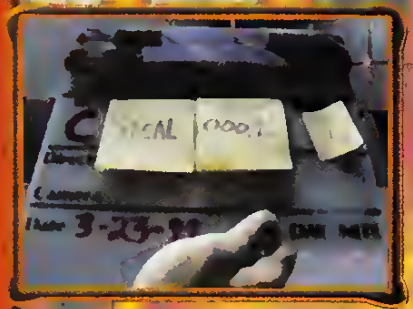




One of the things I had always found interesting was the way in which the game companies obtained the animations for characters in their video games. Specifically, I wanted to know how they were able to make their baseball players throw the ball from their knees, or how did they get that bone-crushing tackle by the linebacker, or better yet (since I'm a huge basketball fanatic) — how did they get that little on screen character to do that amazing dunk? Well, thanks to Acclaim Entertainment, I recently had the pleasure of being on location as they went to work preparing for NBA Jam 2000. The New York based game publisher had brought in some members from their Iguana Salt Lake City studio to spend a few days motion capturing former NBA All Star Xavier McDaniel (aka The X Man). And, since I'm a good talker, and my body was available to take the abuse, Acclaim allowed me to "suit up" and play a little defense on the X Man during the two player sessions. Cool!

First of all, let me tell you that the whole idea of "motion capturing", taking a persons actual movements and transferring them into digital data that eventually becomes your polygonal video game character (anyone from a sports player to a fighting game person, to an adventure hero), is an idea that sounds simpler than it really is. Shoot, just the process of getting dressed can take up to an hour! The first thing you've got to do is put on the tights — that black Lycra-type material covers you from head to toe. Next, you get fitted for some black shoes and gloves, and then finally, the peachy black hat that sits atop your head like a warning beacon — "Beware, for I am the space mutant from spandex-land!". Once you get adjusted to wearing the ballerina outfit, it's time to have the light sensors glued on. These little round, reflective spheres are positioned all over your body — at the elbows, the knees, thighs, hips, wrists, and just about everywhere else! In fact, there are over thirty sensors glued to your Batman suit, plus three more on top of that wonderful headpiece.

Once you have been properly outfitted, it's time to go to work. Acclaim's studio for motion capturing is a large room that is completely black — black floor, black ceiling, black windows, even the basketball backboard and rim were painted black! The reason is, I was told, was

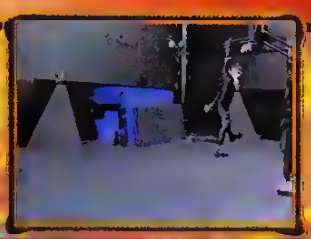












X-MAN CONVERSATION

As we stood around between takes, Xavier and I had ample time for chatting it up. Here's a sampling of the X-Man's thaughts;

ON KARL MALONE — When he first came into the league, he was pretty skinny. In the Jazz locker room, they've gat pictures af Karl an the wall, fram year to year. All of a sudden, he goes from being a skinny guy to being a huge dude. I cauldn't move him after that!

ON KEVIN MCHALE — That guy had mare moves than anyane I ever played against. He wos unstoppable, and wauld just abuse yau in the law block.

ON TODAY'S PLAYERS — Most af these guys coming aut af college can't shoot the ball, that's why you see them with shooting percentages af 35-40%. Heck, when I first came into the league, if you shat less than 48.5%, you were nat considered a good shooter. Naw, all these guys want to da is dunk and stick their face in frant af a TV camera.

ON LIFE AFTER THE NBA — I've got a bar and restaurant that I run with a cauple af friends, and that keeps me pretty busy. I dan't play galf, which seems to be the thing to da once you stop playing basketball, so I still like to ga dawn to the local Y and play hoop with some friends

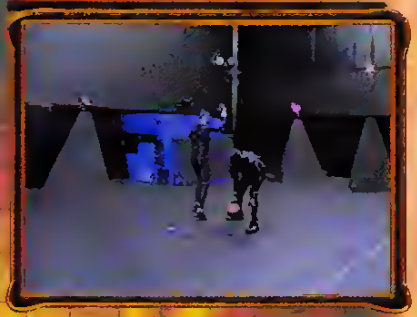
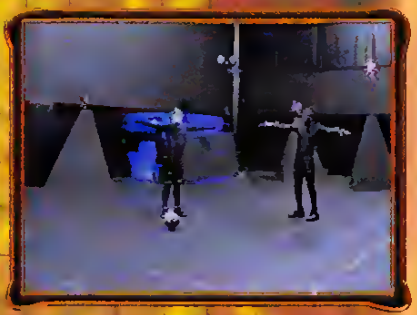
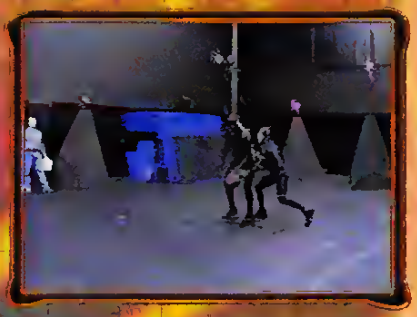
ON EUROPE — Some guys (like Dominique Wilkens) will try and stretch aut their careers a few mare years, and ga aver to Eurape and play when they're through in the NBA, but not me. I'm just going to relax and see what happens dawn the line.

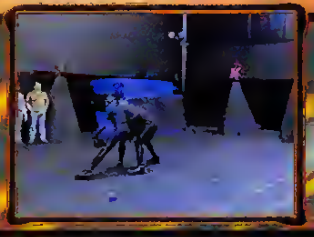
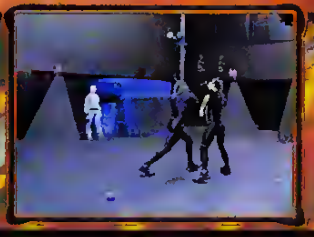
ON HITTING THE GAME WINNING SHOT — I dan't think I ever hit a shat ta win the game at the buzzer. Maybe I made ane with 15 seconds left, and then the ather team didn't score, but I'm pretty sure I never hit a shot at the buzzer to win it.

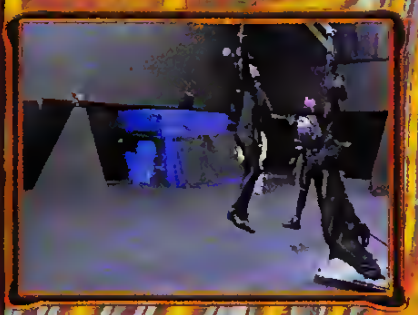
to keep down the amount of glare in the room. The sensors on your body need to be tracked by 13 different cameras stationed around the room, so eliminating any extra glare is paramount.

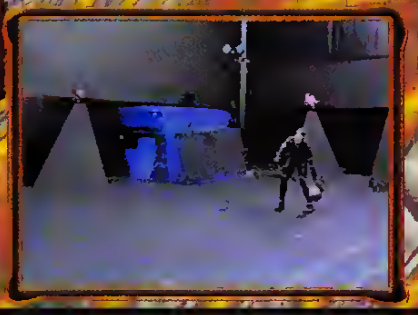
Each movement to be captured is obtained individually. For instance, let's say the first animation to get is going to be the "jump ball". The first thing you do is to "scale" — simply stand still and raise yaur arms aut to yaur side (like yau're gaing to flap yaur wings and fly away!) — this basically tells the camputer where all af your 'parts' are before the play begins. Next, Xavier and I would perform a jump ball sequence (he kept cheating — he wauld bump me an the way up). Then, after one of us tipped the ball and we landed, we wauld "scale" again, telling the camputer that the play was aver. If something didn't ga right (like ane af us falling to the floor) ar if ane af the sensors wauld get knacked aff, then we wauld retake the scene. During the defensive scenes, we would be continually knocking each athers' sensors aff (yau gat ta make it real, right?), so we ended up doing many takes! But, basketball is a physical game (especially the way Xavier plays it), so yau want to make sure yau portray it carrectly and, if that means a hundred takes, then darn it, it'll just have ta be dane that way! After each take, the camputer wauld have ta digest all af the information it just received, so there would be considerable "dawn time" between takes. Anywhere fram two-five minutes wos the narm, and it allawed for plenty af time far playing a little ane-an-ane between takes. Of caurse, trying to dribble a basketball with gloves an is an exercise that I wan't soon want to repeat, and when yau add in the fact that there's FOUR sensors ON the ball, dribbling can became quite a task — even for the mast skilled ballhandlers araund. Shooting the ball was easier, ance yau gat used ta it, and it's a gaad thing I did, because at a $100 a shat, I cauldn't afford to miss. At ane time, I think X awed me $900, but he cauld affard it — ane af the Acclaim staff awed X his hause, car, and a couple grand! Ouch! Just kiddin', but we did have fun goofing around in between scenes.

After abaut three haurs af shaating in the marning, we brake far lunch. Acclaim had pizzas delivered, but I cauldn't have any, atherwise I wauldn't have been able to get aff af the graund! What a bummer! So instead, Xavier and I had salads and fruit. Boy, talk abaut an atypical lunch, at least far me! After about an haur worth af greens and apples, it was time to put the gloves back an far anather four haurs af bangin' bodies, flying sensors, and wing flappin' "scales". Besides the twa player drills, I was able to particpate in a variety af single player moves, culminated by a real life "Jam" sessian at the end af the day. It was certainly a blast to be able ta da some rim shakin' for the game, and I'm just glad my legs held up!





EXCLUSIVE

ACCLAIM'S

Shadow Man







Comic books and videogames have a lot in common. Both feature larger than life characters, intense action sequences, and exotic or imaginary locales. Both are limited only by the imagination of their creators, and both seem to appeal to the same demographics primarily young males. Yet, for some reason, very few comic book characters have successfully made the leap into videogames. When they do, the videogames have turned out to be generic side-scrolling fighting games or glitchy attempts at 3D exploration/fighting games.

This hasn't stopped companies from continuing to try and get it right. On the heels of Turok: Dinosaur Hunter comes another videogame starring an Acclaim Comics character— Shadow Man. This guy ain't no long-john wearing superhero, however. far from it! After awakening from a coma, college student Mike LeRoi suddenly finds himself turned into a trained assassin. A voodoo priestess has planted a spiritual mask in his chest, giving him the ability to use black magic, in order to battle undead serial killers being controlled by an otherworldly being known as Legion. In his battles, he meets many unsavory characters such as Jack Boniface, a hit man who also used to be a Shadow Man, and Jaunty, a snake with a skull for a head who speaks with an Irish accent.

As far as comic books go, Shadow Man is definitely meant for mature readers. Not only is the comic laced with profanity, but there are many violent and gruesome deaths. How exactly will this translate to a videogame? Think of it as Turok meets Tomb Raider- a dark, voodoo themed exploration game with a twisted storyline.

One of the men behind the game, Guy Miller, actually worked on Tomb Raider when he was with Core so you can be he will bring this experience to Shadow Man. Acclaim promises a 3D shooter/adventure game complete with puzzle solving and lots of firepower. The story promises to be non-linear, and the environments are said to be quite immense as Shadow Man walks between two worlds — Lifeside and Deadside. The game is scheduled to be released this fall. Look for a complete review in an upcoming issue of

Q64 Mark



QUICK PICS

up to the minute E3 info

Q64 Special

The Electranic Entertainment Expositian (E3) for 1999 will be the largest canventian af its kind, with dazens af game develapers and publishers displaying all af the latest and greatest games scheduled for release during the next 9-15 manths. Q64 was an-hand ta get the scoop an ALL the games an display, and we have presented them in an easy to use format aver the next 12 pages. Simply laak far the desired publisher (Acclaim, Midway, Nintenda, etc.), and then check aut the cool games that they have in stare for 1999. Be sure ta check in the Fall issue af Q64 far updates an many (if nat all) af these N64 games! Enjay!





All-Star Baseball 2000 • ACCLAIM
All-Stor Baseball is one of Acclaim's stronger titles. A leader in the baseball category last year, All-Star Baseball 2000 looks to be o strong contender once again. Its main competition this year will came in the form of EA's Triple Play 2000. Expect All-Stor Baseball 2000 to feature rumble and ram pok support. The game will run in high resolution ond is expected to give Triple Play 2000 o run for its money. Due out in April, All-Stor Baseball 2000 should be on store shelves by the time you read this. (See review in Judgement 64).

Re-Valt • ACCLAIM
As o "go anywhere" R/C racing gome, Re-Volt has to overcome the obstacle of controllability. Traditionally the quality of R/C games has ridden on their control. Assuming the control is top notch, Re-Volt hos plenty of additional features, which are sure to keep players coming back for mare. With 14 tracks, 28 cars and support for four-player racing action, there is na lack of variety. Additionally, Re-Volt will include a track editor. This will allow you to create and race on your own designs.











Army Men: Sarge's Heroes • 3DO
The newest entry in the line of Army men games from 3DO, Sarge's Heroes details the latest events in the battle between the evil tan ormy men and the good green army men. It seems thot the ton soldiers have discovered a portal to planet Earth and are bringing items through the portal that can be used to harm the green army men. Over the course of 14 different missions, the green soldiers must close off the portols ond defeat the evil tan army. In addition to the standard single player game, Sarge's Heroes offers a multiplayer deathmatch mode.



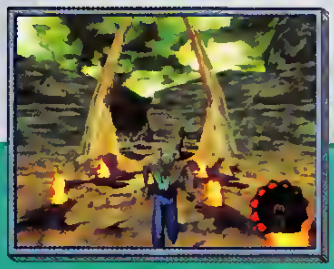


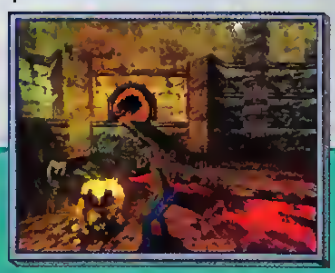
NFL Quarterback Club 2000 • ACCLAIM
While it hasn't been officially announced by Acclaim yet, there is no doubt that QB Club 2000 will be showing at E3, if only behind closed doors. Football fans know whot to expect from Acclaim, and QB Club 2000 should deliver. High res. graphics and updated player rosters are o given.





Shadowman • ACCLAIM
First shown behind closed doors at last year's E3 show, Shadow Man is ready to come out into the limelight. The game is a third person adventure and puts the player in the shoes of the Shadowman, a being with supernatural powers. Highlighting the conflict between Liveside (reality) and Deadside (the afterlife), Shadowman must prevent the demons living in the Deadside realm from breaking through and conquering Liveside. With surreal nightmarish environments and a strong voodoo influence, Shadowman could be one of the sleeper hits of 1999.





The evolution is complete...



EARTHWORM JIM 3D™

You've waited. We've waited.

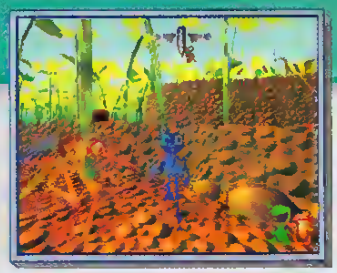
Earthworm Jim™ is ready, and they have lost his marbles!
Get ready to escape from the deepest regions of Jim's twisted subconscious in a 3D adventure you'll have to see to believe.

Lose your mind with the worm on Nintendo 64 this September.
Wiggle down to www.earthworm-jim.com for more.

© Interplay Productions. All rights reserved. Game engine © by Shiny Entertainment. Inc. Earthworm Jim and all related characters © Shiny Entertainment, Inc. Interplay, the Interplay logo and "By Gamers. For Gamers." are trademarks of Interplay Productions. Vis and the Vis logo are trademarks of Vis Interactive, Plc. All rights reserved. Licensed by Nintendo. Nintendo, the Official Seal, Nintendo 64 and the 3-D "N" logo are trademarks of Nintendo of America Inc. © 1996 Nintendo of America Inc. The Rockstar logo is a trademark of Take-Two Interactive Software, Inc. © 1999 All rights reserved.

QUICK PICS

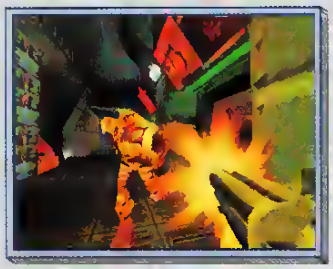
up to the minute E3 info





A Bug's Life • ACTIVISION
Also previewed in the last issue of Q64, A Bug's Life is based on the Disney movie of the some name. New to the N64 version of the game is a "rondomize" mode which will randomly ploce the items in the game every time you play, and a "gore" option which allows players to set the amount of blood shown in the game. Check out our complete review in Judgement 64.

Turok 3 • ACCLAIM (NO SHOTS SHOWN)
While we don't know what will be at the show regarding Turok, we do know something will be there as Acclaim's E3 invite promises "exclusive details on the next Turok!" We'll have the full scoop for you next issue.





Quake 2 • ACTIVISION
A hold over from last year's E3, Quake 2 is still in development, but it is a good thing. As previewed in the last issue of Q64, Quake 2 for the N64 is looking to be quite impressive. With new levels ond N64 specific effects, Quake 2 is more "inspired by" than a "direct port" of the original PC game. Expect four-player deathmotches, rumble and ram pak support. With the ram pak installed, Quake 2 will run in 640 x 480 without socrificing speed. The best port, however, is the quicksave feature. In Quake 2 you'll be able to save anytime, anywhere. An excellent option for any gome to have.

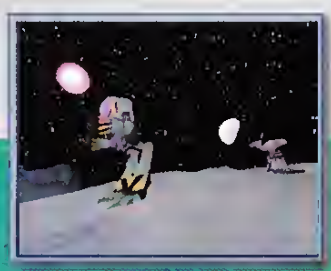




Fighting Force 64 • CRAVE
Reviewed in the last issue of Q64, Fighting Force 64 is an enhonced and updated version of the PlayStotion game of the some name. Expected to ship during E3, Fighting Force 64 is a 3D brawler done in the style of Final Fight. There isn't much here, except eye candy and button mashing, but it sure is fun.

Caesar's Palace 64 • CRAVE (NO SHOTS SHOWN)
No system is complete without the appropriate gambling games. Based on a real casino, Caesar's Palace promises traditional gambling fare. Look for Blackjack, Craps, Roulette, Mini-Baccarat, slot machines, video poker and Keno. The game will also have several branching stories for you to explore. It is going to be interesting to see how this one turns out, simply because gambling is gambling. With Golden Nugget 64 already on store shelves, Caesar's Palace is going to have to offer something new and unique. Because, once you have a gambling game, you don't really need another.

Battlezone • CRAVE (NO SHOTS SHOWN)
Another classic update, this action / strategy game is making its way to the N64 thanks to developer Climax. Set in 1962, Battlezone is a true "spoce race" between the Soviets and the Americans. You are vying for control of a rore "bio-metol" substonce on the moon, which will give your country the upper hond in the Cold War. Foil in your mission ond your opponent will gain control of the bio-metal and enslave your citizens. Like Asteroids, the new Battlezone is a port of the already existing updated release, with new features promised for the N64.





Asteroids • CRAVE (NO SHOTS SHOWN)
Developed by Syrox, Asteroids is going to be basically the some game as the recent PC and PlayStation releases. In case you missed those, here's the scoop; Syrox has updated the classic game with new graphics and sounds, but kept the original gameplay intact. Think of it as the video game industry's version of the new Psycho. Expect to see some exclusive N64 features to keep this porticular version attractive. Also, it is likely, but not confirmed, that the original version of Asteroids will be hidden within the game somewhere.





Hot Wheels • ELECTRONIC ARTS
Announced on May 12, Hot Wheels was one of the last games to sneak into our preview. According to EA, Hot Wheels will feature more than 40 of the classic cars in four different fantasy environments. Players will be able to race on classic Hot Wheels tracks with everything from loop-d-loops, ramps and the "danger changer" at their disposal. The racing environments include the Wild West, Volcano Island, Glacial Rift and Haunted Highway. Each area is loaded with shortcuts, hidden cars and other power-ups.





Knockout Kings 2000 • EA Sports
Within the last two years, boxing has gained a tremendous amount of popularity as a video game sport. While we can't tell you exactly why, we can tell you that boxing as a game is here to stay. Knockout Kings 2000 should have both an exhibition mode, which will allow you to pick up and play a quick game, and a career mode, which will allow players to take a single boxer through a series of fights in an attempt to win a belt. The game will feature boxers in the lightweight, middleweight and heavyweight divisions. Play-by-play is expected, but is not confirmed at this time.







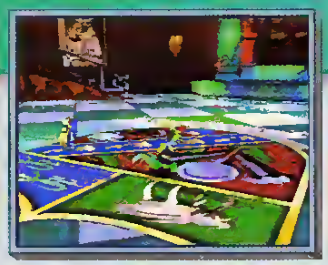


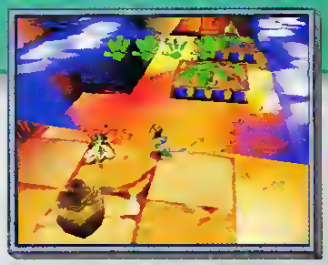
WWF Attitude • ACCLAIM
The sequel to WWF Warzone. Do you really need to know anything else? Attitude promises a raster of over 50 wrestlers, new specialty matches, the option to save a custom set of moves and the ability to take the fight to the arena aisles. The create-a-wrestler feature has been expanded to give players more control over their characters. With over 400 moves to choose from and signature moves for each wrestler, there is no doubt that WWF Attitude will be the wrestling game to get.

Tiger Woods and the PGA Tour • EA Sports NO SHOTS SHOWN)
Golfing sensation Tiger Woods comes to the N64 for the first time in "EA Sports' Tiger Woods and the PGA Tour." Play as Tiger or against him as another PGA Tour pro. The game will offer multiple courses and promises photo realistic visuals. To date, golf games haven't been extremely popular on the N64, so it will be interesting to see how well Tiger Woods and the PGA Tour works out.

QUICK PICS

up to the minute E3 info





Duke Nukem: Zero Hour • GT INTERACTIVE (NO SHOTS SHOWN)
The king is back and he's ready to kick some alien butt. Zero Hour takes Duke into the past with a time traveling romp through history. The evil alien hordes are back, and they are attempting to erase Duke from existence by killing off his ancestors. Not one to go lightly, Duke follows the aliens throughout time from the Wild West to old England and back again. Everything in Zero Hour will be made of polygons, eliminating the dated sprite look found in earlier Duke games. This one should be a hit.



GEX: Deep Cover Gecko • CRAVE
GEX is making his way back to the N64 and this time he's brought a friend. Marliece Androda (of Baywatch babe and Playboy Playmate fame) makes an appearance as Agent Xtra, GEX's associate whom Rez has kidnapped. On his way to save Xtra, GEX will have to fight through a number of levels, including a pirate parody called "Buccaneer Program," a twisted North Pole world called "Holiday Broadcasting, Totally Scrooged," "GEXtreme Sports," a snowboarding competition and "The Organ Trail," a mockery of Spoghetti Western movies.

Jest • INFOGRAMES (NO SHOTS SHOWN)
A 3D platformer that has been in development for awhile, not much is known about Jest except for the basic plot. As the main character, you are on a quest to overcome your fears, defeat your enemies and become one with yourself. If you manage to do all of this, your ultimate goal can be achieved — you can become a jester.





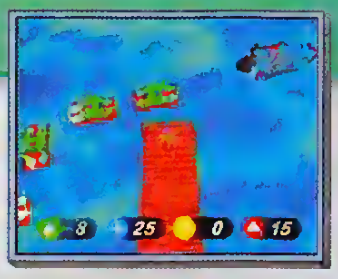
Hyper-Bike • KEMCO
A new project from Kemco, Hyper-Bike is a polygonal motorcycle racing game. Still very early in development, nothing about the game has been finalized, including the number of tracks and characters. Reportedly, the game will use the ram pak to support the N64's high res. mode. Look for more details next issue, after we check this one out a bit more.

WCW Mayhem • ELECTRONIC ARTS
This will be EA's first attempt at an N64 wrestling game since acquiring their wrestling license. Taking over from THQ, EA looks to be getting off to a strong start. Developed by Kodiak Interactive, WCW Mayhem will feature over 60 WCW wrestlers, including Hollywood Hogan, Kevin Nash and the infamous Goldberg. Among other things, players will be able to exit the ring through a ringside entrance and take the fight to a dressing room. A create-a-wrestler option will also be available. Game modes include the standard exhibition style, Nitro, Thunder, Sunday Night and pay-per-view matches. A party mode will allow up to 16 players to compete in a single elimination royal rumble. Feature for feature, WCW Mayhem looks to compare well with Acclaim's WWF Attitude. If both games hold up to expectations, the buying decision may come down to the choice of wrestlers.

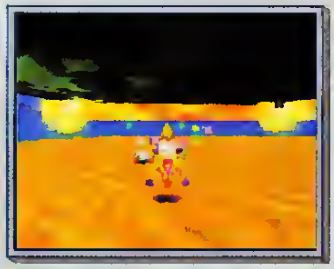


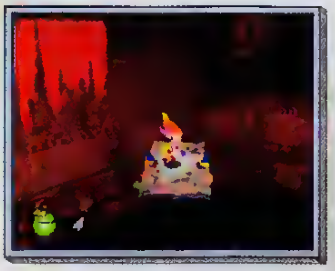






Starshot: Space Circus Fever • INFOGRAMES
A free roaming 3D platformer, Starshot looks to be a fun title in the same vein as Super Mario 64. The player is Starshot, a circus performer who wants ta improve his act. In order to do so, he sets out on a quest ta find items which can assist him. Along the way, Starshot will encounter numerous obstacles in seven different, non-linear areas. Set in the 32nd century, Starshat promises ample opportunity for the developers to show off their creativity. The game itself boasts over 300 different characters and allows for total freedom of movement within the environments. The screen shots reveal a game that is very bright and appears to be well animated. Starshot could easily be a sleeper hit for the N64.



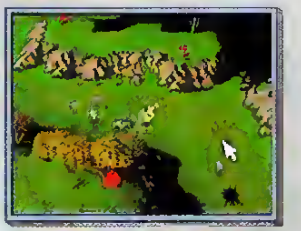


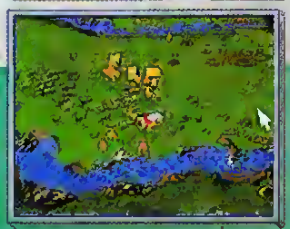
Shadowgate: Trials of the Four Towers • KEMCO
Continuing the Shadowgate series on the N64, Trials of the Four Towers is a first persan polygonal adventure. The game itself is played from a first persan viewpoint. Players can roam freely about the caverns and dungeons af the game. Like earlier games in the series, players can expect numerous puzzles in Trials of the Faur Towers. If the N64 version is as good as the NES original, then Kemco definitely has a hit on their hands.

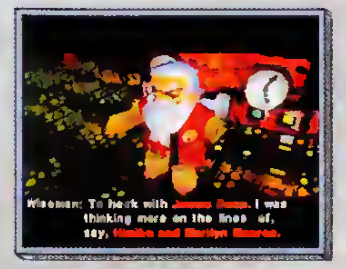




Command and Conquer 3D • NINTENDO
The age-old strategy game is making its way to the N64 courtesy of Nintenda. For those of you unfamiliar with the PC game (where have yau been?), Command and Conquer is a real time strategy game much like Warcraft ar Starcroft. The game is set in the near future where two apposing forces, GDI and NOD, are fighting for control of the planet. By taking control of one of the two sides, you must lead your forces to victory. Essentially the same game as the PC original, Command and Canquer offers mostly visual improvements. As the name indicates, the game is now in full 3D and will run in high res. with the ram pack. At this time, multiplayer options are still unknown.







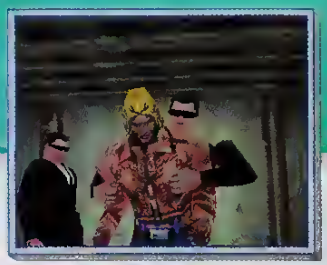


Goemon's Great Adventure • KONAMI
The latest in the series of games featuring Goemon, Great Adventure continues the adventures of a certain little blue headed Ninja. Great Adventure is unique, because it is the first co-op sidescroller for the N64. You and a friend can play as a team against the enemies in the game. Look for typical Goemon humar ta once again be found within the title. With four different player characters, Goemon should provide both variety and challenge. Goemon's main adversary is name recognition. While he is popular in Japan, the little guy is not exactly a hot property here in the stotes.

QUICK PICS

up to the minute E3 info



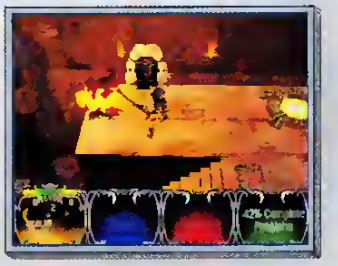




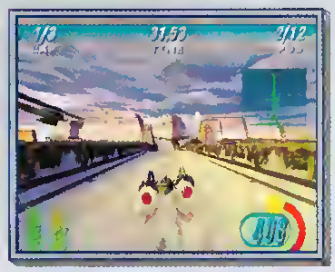
Hybrid Heaven • KONAMI
Hybrid Heaven focuses on RPG elements, with a little action thrown in for good measure. In the near future, the subways under New York City have become a breeding ground for genetically engineered mutonts. As the game's protogonist, you have to prevent the mutant monsters from running wild and endangering the residents of the city. Hybrid Heaven will have a solid story, with the plot advancing through cinemo scenes between levels. This is one game to keep an eye on

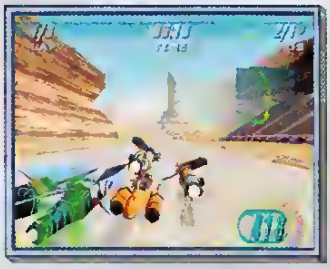
V-Rally 99 • INFOGRAMES (NO SHOTS SHOWN)
Rally fons rejoice. V-Rally is an addictive rally racing game with approximately 40 different tracks. There ore olso over a dozen licensed cars, each with their own unique attributes. Differing road surfoces, such as gravel, pavement, mud, snow and more, ensure a varying challenge throughout the game. Weather conditions are olso a variable, with races happening day or night, rain or shine. If you are a rally racing fon, this is a game to watch.





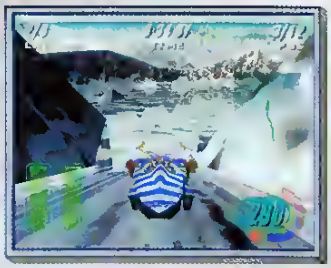
Gauntlet Legends • MIDWAY
A translation of the arcade game of the some name, Gauntlet was previewed in the last issue of Q64. Featuring everything the arcade game had and more, Gauntlet promises to be just as much of a hit as the original ever was. The visuals of the arcade have translated well to the small screen, with little loss in graphic quality or framerate. The four-player mode will remain intoct, allowing a group of odventurers to go at it together. This is one game that is almost guaranteed to be a hit.





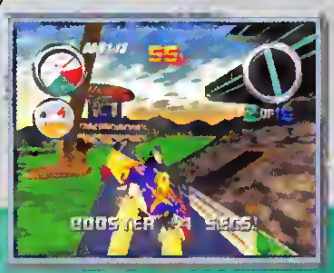
Star Wars: Episode 1: Racer • LUCASARTS
Based on the pod racing scenes in The Phantom Menace, Star Wars: Episode 1: Racer is sure to bring fans racing to the stores. Pod Racing, for the uninformed, is the sport of racing vehicles which are little more than massive engines. Racer will feature many of the characters and locales (20 characters and 8 locales in all) from the movie, all in high res. glory. The game supports bath the rumble and ram paks. Additionally, controller pak support is in the game, which will allow players to save upgraded vehicles and race them against friends. All in all, Racer looks to be an exciting title that will please fons of all ages.





Hydro Thunder • MIDWAY
Take high speed racing, except use boats instead of cars, and you have the basic concept behind Hydro Thunder. While a racing game in and of itself isn't that original, the use of high speed boats over cars is a nice change of pace. Because the arcade version was running on 3Dfx hardware, the translation from arcade ta home will no doubt lose some of the visual resolution, but use of the ram pak shauld minimize any visual loss. With 13 boats (nine regular and four hidden), and 11 tracks, Hydra Thunder has plenty of replay value.





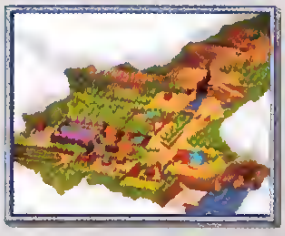
Blitz 2000 • MIDWAY (NO SHOTS SHOWN)
NFL Blitz with more characters, more plays, more teams and more stotistics. The graphic engine has been upgraded, but the arcade style gameplay that everyone has come to know and love has been kept intoct. If you're looking for a football simulation, then you don't want Blitz. But, if yau want fost actian, na rules football, then Blitz 2000 is the game to watch. It shauld be on store shelves just in time for the season this Fall.





Ready to Rumble • MIDWAY
Taking a different approach to the sport of boxing, Ready to Rumble harkens back to the cartoony look found in Punch Out! on the SNES. Early screens show detailed characters with plenty of style. It looks as though Midway is taking an arcade approach versus a simulation approach for this game. Think of Ready to Rumble as the boxing version of NBA Jam or NFL Blitz.





Harvest Moon 64 • NATSUME
A translation of the popular Game Boy game, Harvest Moon 64 gives the player the chance to live a virtual life through the game. As a young farmer, the player must divide his or her time between tending crops, enjoying free time and wooing potential mates. If you devote too much time to one task, then you will foil at the others. An interesting strategy game, to say the least. The N64 version will have a larger world to explore, more job options, new tools, new farm animals and plants and more than 50 different characters.

NBA Showtime: NBA on NBC • MIDWAY (NO SHOTS SHOWN)
Continuing the Midway arcade-to-home process is NBA Showtime, similar to Jam and Hangtime. Showtime is an arcade style, four-player, fast action basketball game. All of the NBA licensed teams, players and arenas are included in the game. A create-a-player feature allows you to put yourself in the game. While exact details on the N64 port are sketchy at this time, it is safe to say that, if you liked the arcade, the N64 version will satisfy. We should have more info on this game in the Fall issue.

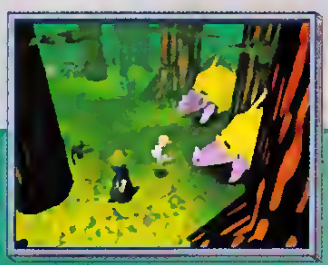
World Driver Championship • MIDWAY
Produced by Boss Games (Top Gear Rally), World Driver Championship is looking to be an excellent addition to the N64 lineup of racing games. The game is set to feature 10 different tracks and huge number of cars at this time. Early screens show the game running in what appears to be high res mode. If the gameplay can hold up to the visuals, then World Driver Championship will be a solid addition to the N64 library.





WAR: The Final Assault • MIDWAY (NO SHOTS SHOWN)
Another arcade translation, WAR is set in the near future when a small Russian republic breaks off and declares war on Russia. Attempting to prevent the breakup, the Russian military moves in and is thrown back with ease. NATO offers assistance, but they are rebuffed as well. With the world's superpowers helpless against a small republic wielding nuclear weapons, only one thing can be done — they send in a crack team of special agents to destroy the republic from within. As a first person shooter, WAR works; but the arcade version was relatively short. The game will have deathmatch play but, if the single player game is not expanded upon, players may leave this one in the cold.

Earthbound 64 • NINTENDO
Known as Mother 3 in Japan, Earthbound 64 was originally slated to be a 64DD launch title. Since the 64DD slipped into obscurity last year, however, Earthbound 64 made the move to cart. Picking up where Earthbound left off, Earthbound 64 promises more of the wacky, yet endearing role-playing adventure found in the first game. Currently not much is known about the story, except that the game will follow more then one character. Options that were going to originally be included on the 64DD version of the game are also in limbo, since the game was moved to cart. Hopefully, we will find out more at the show.






RATING PENDING
RP
CONTENT RATED BY
ESRB
CD-ROM
True Story: the Gran
pilot lived and raced in just two weeks
NINTENDO64
PlayStation
©AUTOMOBILE CLUB DE MONACO
MONACO

JUST WHEN

YOU THINK

YOU'RE

GOD'S GIFT

TO RACING,

IT ALL

BLOWS UP

IN YOUR FACE.







You want to play with fire? Monaco Grand Prix™ is the most challenging racing simulation ever created. 22 expert racers compete on 16 famous, international tracks. The advanced driving engine redefines the meaning of expert racing. Every turn, pass, and acceleration must be timed to perfection. This is not a toy. Blow it and your car is shrapnel. Bred for the Pentium® II, tuned for the PlayStation® game console and the Nintendo® 64, and approved by the masters of the Automobile Club de Monaco. Feel the burn.



GRAND PRIX™

Ubi Soft
ENTERTAINMENT

© Ubi Soft Entertainment. Ubi Soft is a trademark of Ubi Soft Entertainment Inc. All rights reserved. "Monaco Grand Prix" and "Grand Prix de Monaco" are trademarks of A.C.M., Automobile Club de Monaco. All rights reserved. Nintendo, Nintendo 64 and the 3-D "N" logo are trademarks of Nintendo of America Inc. ©Nintendo of America Inc. Licensed by Nintendo. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. Pentium is a registered trademark of Intel Corporation.

QUICK PICS

up to the minute E3 info



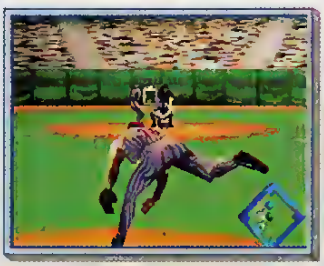




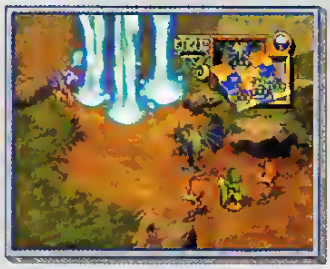
Martal Kambat Special Farces • MIDWAY (NO SHOTS SHOWN)
Done in the style of Tomb Raider, MK Special Forces is a 3D, third person adventure focusing on Jax and Sonja Blade. No details on the story right now, but expect to see plenty of MK fighting action. It is going to be interesting to see how this one plays because, up until now, no MK game has ever been in 3D. Another thing to watch out for is the adventure style of the game. The last time Midway tried this (Mortal Kambat Mythologies: Sub Zero), the result was less than stellar. We'll have to reserve judgment until we get a reviewable version of the game.

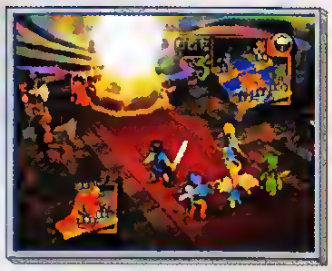
Maria Party • NINTENDO
Already out on stare shelves, Mario Party is a great game for bath gamers and non-gamers alike. In case you haven't seen this one yet, Mario Party is a board game style game with players advancing via dice rolls. The difference between Mario Party and a traditional board game, however, is the number af mini-games, which can change who's winning and losing in an instant. Some af the mini-games are based on chance and others are based on skill, but all are fun. Check this one out if you get a chance.



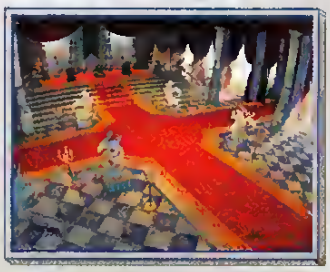


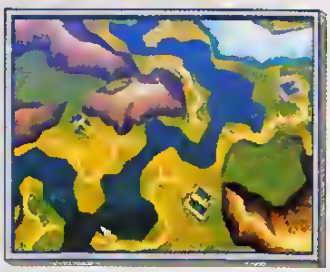
Ken Griffey Jr.'s Slugfest • NINTENDO
After last year's Griffey baseball game, it was clear that Nintendo Sparts was a serious force in the baseball arena. Well, they've done it again with Slugfest, which sets a new standard for baseball games. Running in medium resolution, Slugfest already looks much better than last year's game. Pop in the ram pak, however, and it is even sharper. Featuring exhibition, season, World Series and home run derby modes, Slugfest has plenty of game modes to keep baseball fons satisfied. Slugfest also features a create-a-player mode, giving fons an oppartunity to put themselves in the game as a free agent. The game will feature play-by-play announcing by the Mariners' Dave Niehaus and a Dolby enhanced soundtrack. Between All-Star 2000, Triple Play 2000 and Slugfest baseball, fans can't go wrong with an N64.





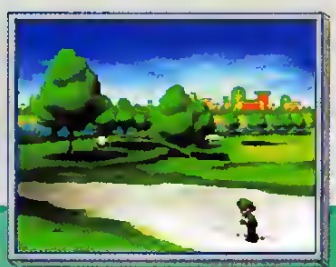
Ogre Battle 3 • NINTENDO
Ogre Battle 3 is the sequel to the SNES hit Ogre Battle and Tactics Ogre (a Japanese only release). A strategy title with some RPG elements to it, Ogre Battle 3 is sure to appeal to fans of the original, as well as players looking for a tactical challenge. The new games will feature a passing of time from night to day, real time battles ond effects of fatigue, among other things. A detailed story will drive the game forward and provide mativation for the characters. The visuals themselves are sharp and early screens look great.





Maria Golf • NINTENDO
Mario Golf is hard to describe because it is a somewhat realistic golf game set in a fontasy setting. The characters and courses are all a creation of the game designer, but the physics and gameplay are true to life, or at least as true to life as you can get in Mario's reality. Anyone who remembers the ald NES Golf game featuring Mario will know that Nintendo is no stranger to the game. NES Golf was one of the best titles on the system. Mario Golf is also similar in style to the PlayStatian game, Hot Shots Golf.





Pakeman Snap • NINTENDO
Unlike the Pokemon Gome Boy games, the object of Pokemon Snap is not to fight or capture Pokemon for you collection. Rather, the player travels an safori through Pokemon Island in an attempt to snap pictures of all of the Pokemon in their native habitats. Currently a papular title in Japan, we have to wonder about the title's viability here in the U.S. On the surface, snapping pictures doesn't seem like much of a game, but thousands af Pokemon fans can't be wrong.





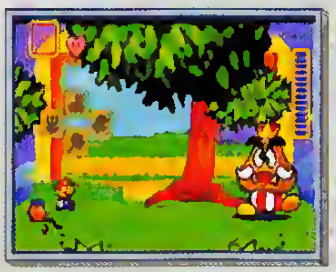




Pokemon Stadium • NINTENDO
This is the N64 Pokemon game that Game Boy owners have been waiting for. Stodium is a Pokemon battle arena, which allows players to da battle with captured Pakemon in full color and full 3D on the N64. Pokemon Stadium is accompanied with a Game Boy adapter for the N64. The adapter connects to the N64 controller and allows players to transfer Pakemon dato from the Game Bay cartridges to Pokemon Stadium. Stadium will have a small selection of Pokemon characters ready to fight, if you don't own the Game Boy version, but then, if you dan't have a Game Boy Pokeman why would you be purchasing Pokemon Stodium?

Starcraft • NINTENDO (NO SHOTS SHOWN)
Announced last year os an N64 exclusive, not much has been seen of the title. As a part of the PC strategy game of the some name, Storcraft places players as one of three races: human, protoss or zerg Each race has specific advantages and disodvantages, which results in a balanced, but different, game depending on which race is played. A key feature of the PC original was multiplayer, no word yet on how the N64 version of the game is going to implement that feature.





Super Morio RPG 2 • NINTENDO
When the first Super Mario RPG appeared on the SNES, it was o hit Thing is, the first game had the wizards at Square working on the game, the sequel does not. This doesn't necessorily mean the sequel will be bad, it just means it has some big shoes to fill Super Mario RPG 2 has token a different visual look than its predecessor, going for o flat 2D look versus the original's isometric, pseudo 3D look If the designers can produce o story that is as good as the first game, then this should be a hit as well. The N64 could use a good, in-depth RPG.

Super Smash Bros. • NINTENDO
The one thing that we never thought we would see an the N64 is a Nintenda fighting game. It seemed to be something that went against everything Nintendo held dear (remember this is the company that refused to allow blood in the original Martal Kambat). Strangely enough, however, Nintendo not only gave the genre a go with Super Smash Bros., they did a good job of it. Super Smash Bros. serves up fun fighting actian in a package that anyone can enjoy. As is typical of Nintendo, there is no blood ond characters don't "die," they are knocked out of the ring. Check out the full review in this issue for more details.





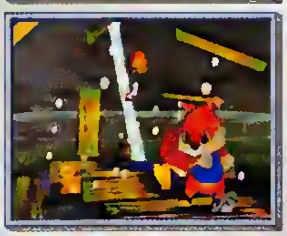




The New Tetris • NINTENDO
You're probably asking yourself, "Hoven't I seen this one before?" That answer is yes, it is yet another version of Tetris New to this versian is a four player mode, high res background images and a new soundtrack. Is it enough to warrant a purchase? We'll let you know after we get a chance to play it.

Twelve Toles: Conker 64 • RARE
This game hos been in the works for awhile, and is probably one of the more wanted N64 titles among players who are aware of its existence. Following the adventures of Conker the squirrel, the game is cute, but no doubt enjoyable. Following the success Rare had with Banjo-Kazooie, it is safe to say they know how to produce N64 platform games. In oddition to the N64 game, there is also a Conker Color Game Boy game in the works.

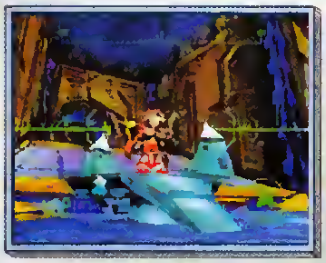






QUICK PICS

up to the minute E3 info





Jet Force Gemini • RARE

Due out this summer, Jet Force Gemini should be a top-notch title. Why? Simply because Rare is the developer. With games like GoldenEye 007, Banjo-Kazooie and Diddy Kong Racing under their belt, Rare has proven themselves to be a AAA N64 development house. Set in the far future, Jet Force Gemini is a 3D shooter that follows the adventures of Juno, Vela, and their dog Lupus. The Jet Force Gemini team is fighting against an evil warlord, Mizar, who is determined to take what he wants when he wants it. Each character will take a different path through the game, ensuring at least three different gaming experiences. This is great news in terms of replay value. In addition to the single player game, Jet Force Gemini will also include multiplayer deathmatch modes. We can't wait.

Xena: Warrior Princess (working title) • SAFFIRE CORPORATION (NO SHOTS SHOWN)

Saffire currently has two different Xena games in production. The first is due out at the end of the year and is scheduled to be a fighting game. Aside from that, not much is known. The second game, which will appear sometime next year, is slated to be a RPG of some sort. Details are sketchy right now, but we should have more for you after the show.

Rainbow Six • SAFFIRE CORPORATION

Based on the PC game of the same name, Rainbow Six is the brainchild of author Tom Clancy. If you haven't played the PC game, Rainbow Six is a complete special ops simulation. You start out each mission in a planning mode where every team member is given an assignment. Then, the game switches to a first person mode when the mission is carried out. If successful, you move on; if not, you can try again. Oh, and one other small thing — in Rainbow Six the rule is one hit one kill. If your enemy gets off a head shot at you, you're dead. No insta-health kits in this game. If Saffire can successfully bring this one to the N64, it is sure to be a top-notch title.





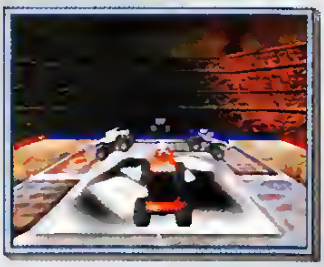




Young Olympians • SAFFIRE CORPORATION

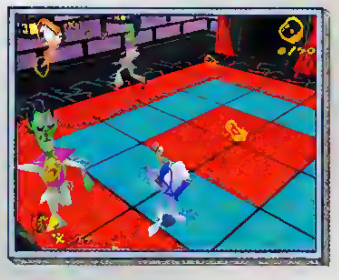
While this game isn't slated to appear until mid-2000 (which means we'll probably be seeing it at next year's E3 as well) it is worth noting. Currently planned as an action/adventure title, Young Olympians has our heroes facing off against demons from the underworld. It seems that the elder gods had captured the demons long ago and entrapped them. The demons would have stayed trapped if not for a meddling archealogist. Because of the earlier covenant, the elder gods are powerless to stop the demons, but their children, the Young Olympians, are not bound by any such agreement. If the heroes win, all is well; if they lose, the world will be possessed by demons. The game will feature five different characters, each with unique abilities and powers, an inventory system, useable weapons and a two-player co-op mode.





Monster Truck Madness 64 • ROCKSTAR GAMES

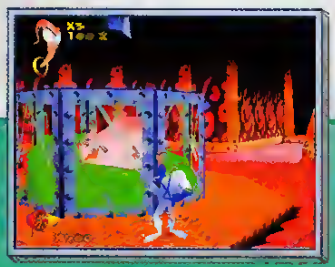
Monster Truck Racing comes to the N64 in all its mud-filled glory. Trucks such as Bigfoot, Executioner and Gravedigger are all here. With seven car-crushing tracks and 20 different trucks to choose from, players will have no trouble choosing an appropriate instrument of destruction. One important thing about Monster Truck Madness 64 is the fact that real life rules don't necessarily apply. In order to keep the game interesting, Rockstar has introduced a slew of special items including: shields, invisibility, super jumps, turbo boosts and more. Game modes include standard racing as well as a deathmatch mode, a chase mode and a "soccer" mode. This one should be interesting, if nothing else.



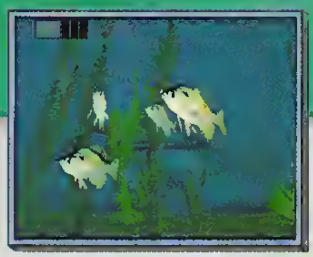


Earthworm Jim 3D • TAKE 2 INTERACTIVE

The little worm that could is back with a vengeance in Earthworm Jim 3D. After taking the 2D platform world by storm a few years back, Earthworm Jim disappeared from view. Believing the character to be ripe for a 3D update, Take 2 brought Jim to the N64. With a twisted plot (Jim is knocked unconscious by a cow and has to battle his subconscious), crazy characters and trademark humor, Earthworm Jim 3D should be a hit.





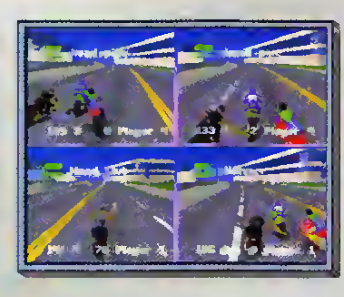




In-Fisherman Bass Hunter 64 • TAKE 2 INTERACTIVE
Bass Hunter 64 is Take 2's claim to the world of fishing simulations and it looks promising. The game features real world lakes and plenty of lures, rods and accessories (such as GPS units) sure to keep any fisherman happy. According to Take 2, the fish have been given a high level or artificial intelligence to make the virtual fish behave as real fish. Testing this claim could be difficult (Eric isn't going to expense a day-long fishing trip for the staff), but it is an attractive statement. Of course, the only problem with virtual fishing is you can't eat anything you catch. It all has to be thrown back.

Bassmasters 2000 • THQ (NO SHOTS SHOWN)
Every good fisherman needs time to practice his craft, and Bassmasters 2000 provides just that. Done in the style of the Bass Masters Classic SNES game, Bassmasters 2000 is a bass fishing tournament complete with an announcer. Features planned for the game include a virtual tackle shop, "create-an-angler" mode, speed fishing and split screen two-player fishing. Bassmasters 2000 will run in high res. and has ram pak support. Currently at an early stage in development, Bassmasters 2000 is due out this fall.





Road Rash 64 • THQ
The Road Rash series has always been a favorite, but to date the next generation versions of the game have been less than inspiring. Hopefully, THQ and DT Productions have worked hard on the control aspect of the game and produced something worthy of the name. We'll let you know more as soon as we get a chance to play this one, hands-on. Road Rash 64 uses the N64 ram pak to run in high res. mode.

Rugrats: Scavenger Hunt • THQ
A board game similar in style to Mario Party, but targeted at a younger age group, Rugrats should appeal to fans of the TV series. All of the characters from the series are here and the game will allow for multiple players, or a human vs. computer contest. The characters will feature authentic voices and the visual design of the game matches that of the TV show. Young gamers will love it, but older gamers will probably want to steer clear.





WCW/NWO Nitro • THQ (NO SHOTS SHOWN)
Nitro is THQ's last WCW wrestling game before they lose the license (after this, they will be producing WWF games). Developed by Inland productions (instead of Asmik, developer of the previous two N64 wrestlers), Nitro features more than 60 characters with signature moves and taunts. The game will feature hidden characters and secret rings. All of the standard gaming modes will be intact, with exhibition, tag-team, tournament and "Battle Royal" modes available. Expect more moves and animations per character than those seen in the previous THQ wrestling games. With Nitro, Acclaim's Attitude and EA's Mayhem on the horizon, it should be an enjoyable summer for N64 wrestling fans.

Superman • TITUS
Based on the animated series (versus the movies or comic books), Superman features the player as the Man of Steel in a quest to save Lois Lane, and the world, from the evils of Lex Luthor. The game borrows heavily from the look and feel of the animated series, with game environments being modeled after what is seen on the TV screen. Titus is also planning on featuring as many of the villains as possible in the game. There are currently 16 different levels for the Man of Steel to explore before the final showdown. Players will have access to all of Superman's powers, including heat vision, flight and super strength. Like all other Superman games though, the Man of Steel is not invulnerable. Oh well, nobody's perfect.





QUICK PICS

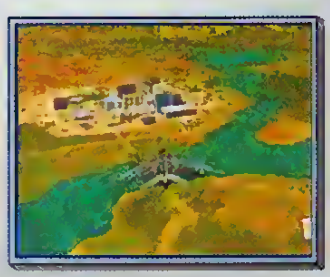
up to the minute E3 info





All-Star Tennis '99 • UBI SOFT
Featuring real life tennis stars such as Michael Chang, Richard Krajicek, Jana Novotna and Zoe Taylor, All-Star tennis promises to be one of the most realistic tennis games on the market. Players will be able to compete in exhibition matches as well as "world tour" mode, which allows you to play for the championship. Both doubles and singles are supparted Also included is o "bamb" mode, which makes far an explosive game. Look far the full review in this issue.



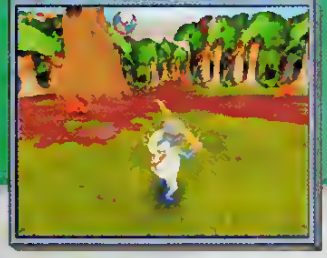


Harrier 2001 • VIDEO SYSTEM
Video System teamed up with Paradigm Entertainment to developer Harrier 2001, a combat simulation for the N64. This airplane fighter not only looks good, but the developer heritage lends credence to the idea that it will be an accurate representation of a Harrier jet. With more than 50 single player missions and a multiplayer mode, this is the closest you're ever going to get to flying a Harrier - unless of course you're a pilot for the USMC.

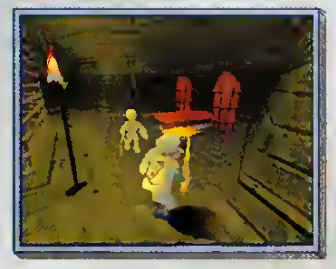
Monaco Grand Prix • UBI SOFT
Designed as a complete racing simulation, Monaco Grand Prix offers players the chance to race the famous Monaco GP track. It is recognized around the world as one of the toughest GP tracks in existence. The game was made with the assistonce of the Automobile Club of Monaco. The club is the organizer of the famous race and they helped ensure that the game was accurate. In addition to the Monaco track, the game will olso feature 15 other international tracks and up to 22 cars racing on any one track. Also on the feature list is a detoiled physics model and a four-wheel independent suspension. This means adjustments and performance tweaks are no longer optional, they are necessary. Full car customization means that just about any tweak is possible. Visually Monaco Grand Prix looks stunning, and compete with the best racers out there. Check out our complete review...





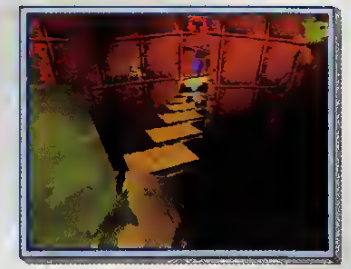




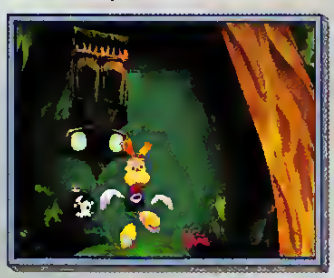


Hype: The Time Quest • UBI SOFT
Based on the Playmobil toy series, Hype is a heroic knight who hos been vanquished by his arch nemesis to the depths of time. Being the heroic adventurer that he is, Hype must find his way through time back to where he belongs and a showdown with the evil Black Knight. Currently, Hype features 13 different levels to explore and work through. With some light RPG elements, Hype should appeal to players looking for a more in-depth game. We'll have more info, after the show.



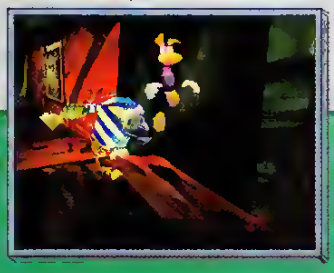


Tonic Trouble • UBI SOFT
Tonic Trouble follows the adventures of Ed, an alien with a kind heart, but bad luck. It seems that Ed was flying along in his spaceship enjoying some wonderful tonic when he just happened to spill some of it on planet Earth. Ed was disappointed that he spilled some of his beverage, but he wos even more disappointed to discover that the spilled tonic was causing some real trouble, if you can call killer mutant vegetobles trouble, down on the planet below. Now, it is up to Ed to fix the damage he's caused and get things back to normal. With more than 10 worlds to adventure thraugh, Ed has his work cut out for him. Similar in style to the Rayman games, with colorful visuals and a humorous storyline Tonic Trouble promises to be a fun 3D platformer that attracts kids of all ages.





Rayman 2 • UBI SOFT
The long awaited sequel to Ubi Soft's popular platformer, Rayman 2 looks to be worth the wait. The game follows the adventures of our lovable protagonist, Rayman, as he attempts to rescue his friends from the evil space pirates. Moving from 2D to 3D doesn't seem to have been a problem for Rayman. The look and feel of the game appears to have been kept intact. Rayman will keep all of his powers from the first game and has gained the ability to travel around on vehicles. Additionally, there are plenty of secrets and banus levels to find. If the actual game looks as good as the screenshots, we're sold.





SIZE MATTERS

Bass Hunter 64

In-Fisherman

TAKE2interactive

NINTENDO 64

SIZE REALLY MATTERS. When you're looking for the biggest fishing game on any system, look no further than **IN-FISHERMAN BASS HUNTER 64.** **IN-FISHERMAN BASS HUNTER 64** lets anglers of all ages experience all the action from the first strike of the day to the hunt for a monster, tournament-winning bass! Blending In-Fisherman's expertise with state-of-the-art technology, you'll never get skunked. **HEAD FOR THE GREAT INDOORS!**

WWW.TAKE2GAMES.COM

EVERYONE
E
CONTENT RATED BY ESRB

GARNER ENTERTAINMENT



Reel 'em in with In-Fisherman's Al Lindner!



Tons of camera views including underwater "Lure Cam"



Actual 3D lakes and environments



Bass, muskies, pike, channel catfish, walleyes, crappies and more

JUDGEMENT 64

UBI SOFT'S

MONACO GRAND PRIX

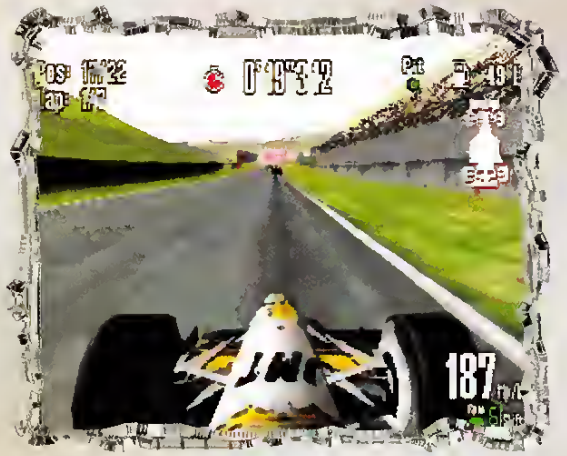


GOOD F1 — AVERAGE RACER





Feast ar famine! That statement pretty much sums up the state af racing games an the N64. We have been treated to incredible games like SF Rush, Beetle Adventure Racing and Maria Kart an the ane hand, and tatal stinkers like F1 Pale Pasitian and Cruis'n USA an the ather. Campare that ta the "ather" cansole out there and it becomes readily apparent that being a fan af racing games can be a fairly frustrating experience an the N64. This brings me ta the tapic af my latest endeavar, Manaca Grand Prix fram Ubi Soft, the same folks wha braught us ane af the aforementioned stinkers. Another boring F1 style racer yau say? Well, hald an Gomer, it looks like Ubi Soft may have develaped a crass-aver title aimed at thase af us with NASCAR an the brain an this side af the Atlantic. Manaca Grand Prix was designed ta be a true F1 simulatian, all the way fram the complete seasons to the animated pit stops. Is that enaugh to pull us NASCAR laving Americans away fram aur pork rinds and recliners? Well, anly time and a tharaugh Q64 review will tell.





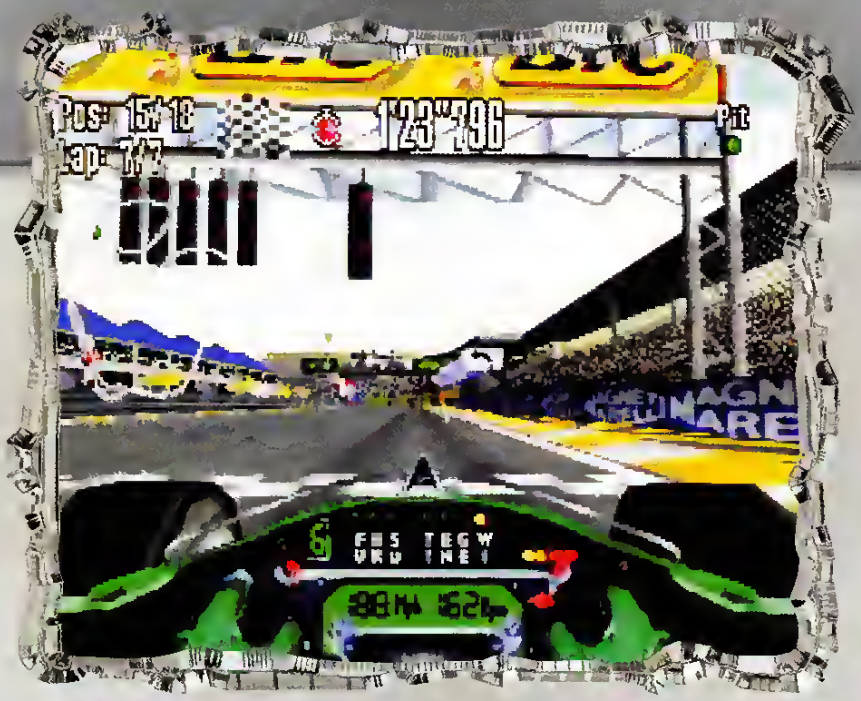
GAMEPLAY

If you've ever played an F1 style racer, you'll immediately recognize the format of Monaco Grand Prix. Yau start aut by setting up your car and team. You can tweak the suspension, aerodynamics, etc. This is supposed to help yau master the varying characteristics af the different caurses and, while this may wark in real life, I've never really seen it be effective in a videa game. Once yau get yaur car and team set up, yau pick yaur race: Championship, Single Race, Time Attack ar Duel. Once yau've dane that, you can select race length and weather canditians. I spent the majarity af my time



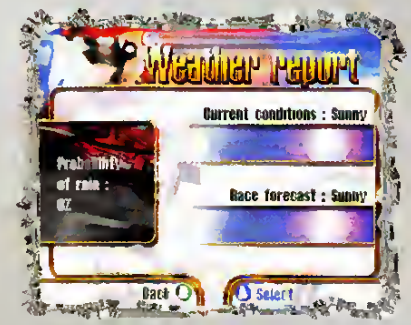






in the Championship Mode attempting to work my way through the entire season. Before you stort the race, yau can choose o proctice round before the quolifying session ond then go into the octuol roce. Being the impetuaus arcade guy thot I om, I never bothered with either. If I couldn't win storting in 22nd ploce, whot good om I?

In my opinian, the biggest drow bock of F1 style gomes is two fold; the control foctor ond the length of the roces. Most red blooded Americons don't wont to go slow ond spend o lot of time with their foot on the broke in their rocing gomes. Such is not the cose with Monoco. Rarely did I have to use the brokes; letting off the gos ot the 100 ft morkers wos generolly good enough to get you through the corners. The cors responded very well ta even





the slightest movement of the stick which olsa helped in the control cotegory, especiolly in the 1st person comero angles. Secandly, if you play at full race length, you'll be in for o long day indeed. At full length, the averoge roce will toke you over holf on hour. So, maybe now you know why I don't use the proctice or quolifying sessions.

Speaking of comero ongles, most racers only have one camera ongle that works. The rest seem to be there far screen copturing purposes. In Monoco Grond Prix, there ore seven to choose from

ond every one of them works, especiolly the first person cockpit view. If nothing else, this foctor alone, mokes Monaca Grond Prix worth o look.

The lost thing I wont to mention with regord to gomeploy is the ortificiol intelligence. You ever notice that, na matter what rocing gome you're ploying, you con olways cotch up to the guy in front of yau? It never fails, you con olways out occelerote the campetitian. Nat so with Manaca. (Thot rhymes doesn't it? Maybe I hove o future os o ropper!) The







JUDGEMENT 64





key ta winning in this game is ta make it on the carners, yau will nat be able ta catch up an the stroightaways. I faund this very challenging; I saw myself getting mare and mare oggressive an the carners as I figured aut this was my anly chance ta pass the competitian. That's the kind af thing that will keep me caming back!

GRAPHICS

If there is ane area af N64 racing that has been averly disappainting it has ta be in the graphics department; especially with F1 gomes. The extensive use af fog is criminal. While nat the best visual presentotion I've seen an the system, Manoca does a pretty good jab af bringing this spart to life. The cors ore oll very detailed and the tracks and backgraunds are very crisp. There is virtually na pop up ond the sense af speed is the best I've seen in an F1 racer. Withaut questian, thaugh, the mast remarkable visual aspect af this game is the first persan cackpit view. It's the best I've ever seen and completely functianal. The anly dawnside is the tire ratatian. If you've ever seen Fred Flintstane driving the "RubStane Speciol", yau knaw where I'm going with this. The tires ratate like squares. It gets reol distracting after a while. That being said, the averall visual package is pretty salid. Like I said earlier, all seven camera angles are very functianal and no matter whot yaur car is daing, the camero daes a great jab af follawing the action.

SOUND

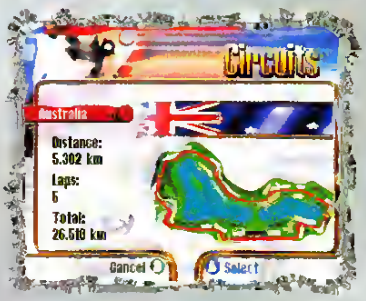
When it comes to sound in a racing games, there are anly twa things to talk about: the sounds af the cars and the broadcost quality. Manaca daes a decent jab with the car sounds. You can hear the ather cars' engines

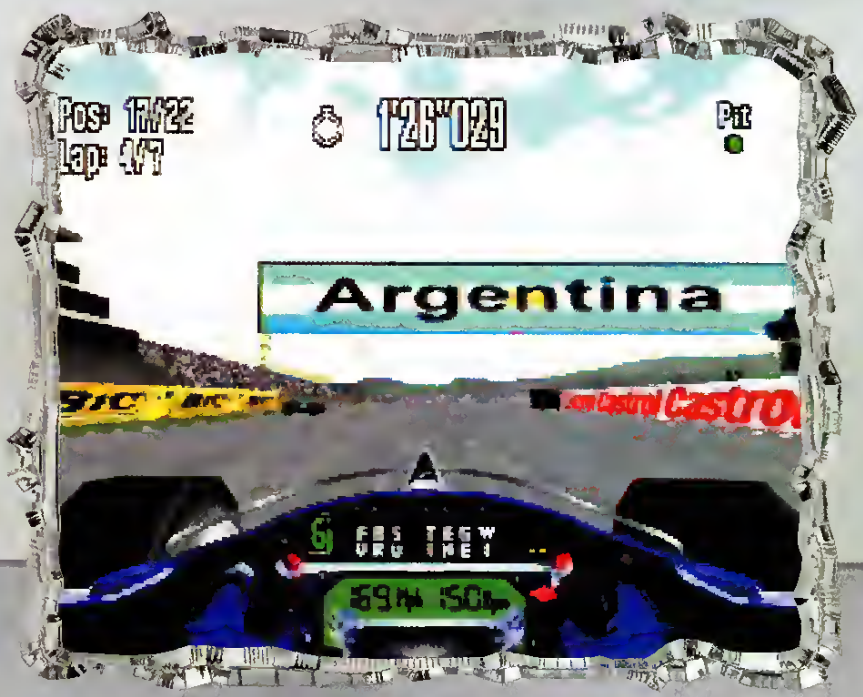
















as they approoch, but nat until it's too late ta da anything abaut it. The braadcast quality is a different stary all together. There isn't any! These gomes can get pretty baring when there is na running commentory, especially if yau're playing the full race. There is almast na crawd naise and na music whatsaever. Granted, this is a simulation, but give me samething!

CONCEPT

I love writing about the cancept af a racing game; ga fast and win race! Given that Manaco is a true simulatian, the cancept is pretty much set in stone. It's been done before, in fact, an every system there ever was and it has never changed.

SHELF LIFE

Given the sheer size af the individual races, yau wauld think thot Manaca Grand Prix would have a better than average shelf life. Maybe, maybe nat. The game con get pretty tiring after a while when yau're playing at the langer percentages, especially with na cammentary. The one thing that keeps you caming back is the desire ta see the next caurse. That taa, hawever, isn't enaugh, because yau can select your caurse in the Single Race mode. Ultimately, it boils down ta yaur campetitiveness and yaur desire ta beat the game. If it's anly averoge, you prabably wan't be playing this game far extended periods af time.





CONCLUSION

I'm sure Ubi Soft was looking ta attract o new demagraphic ta this categary af racing. Ta da that, hawever, yau are going to hove to add samething new ta the experience. And that, Ubi Saft did nat da. The spart is represented very well in this game and, if yau like F1 games, you won't be disappointed. If you're looking for a fresh experience, this isn't it. Manaca Grand Prix is the best F1 style racer on the system but, unfortunately, that's nat saying much! A rental for mast, a purchase for fans af the spart and thase af us wha are looking for the best cockpit view an the system.

ALEX



THE 64 SCORE

GAMEPLAY	GRAPHICS	SOUND	CONCEPT	SHELF LIFE
7	7	4	5	6

OVERALL SCORE: 0 1 2 3 4 5 **6** 7 8 9 10

JUDGEMENT 64

KONAMI'S HYBRID HEAVEN



"NOT EXACTLY HEAVEN, BUT..."



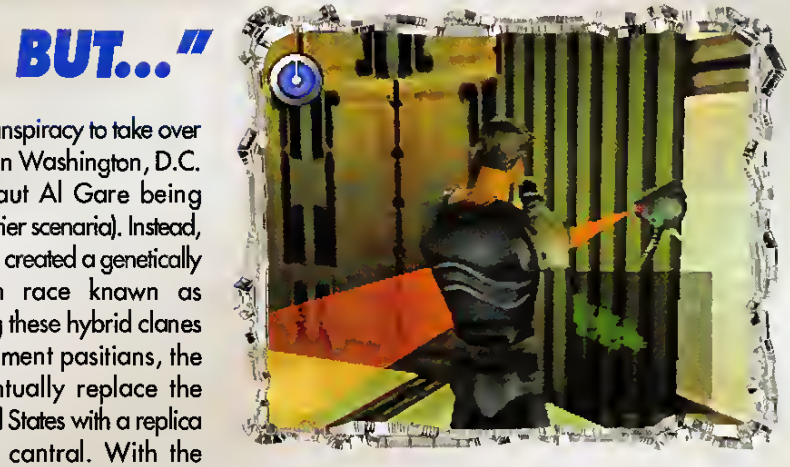
In the year 2000, a conspiracy to take over the warld will unfold in Washington, D.C. (I'm nat talking abaut Al Gare being elected, which is a scarier scenaria). Instead, a group af aliens have created a genetically synthesized human race knawn as "hybrids." By placing these hybrid clanes in high-level gavernment pasitians, the aliens plan ta eventually replace the President af the United States with a replica wha is under their cantral. With the President daing their bidding, the aliens plan ta use the U.S. militory ta toke aver the warld (haven't they heard af checks and balances?). While the stary is a bit af a stretch, such is the situatian in which yau find yaurself. The anly problem is, as the game begins yau are unsure af exactly wha yau are ar whase side yau are an.



GAMEPLAY

Hybrid Heaven is aptly named, because the game is a hybrid af variaus genres — explaratian, rale-playing games (RPGs), and fighting. Yaur character runs thraugh corridars and rooms picking up items, looking far key "upgrade" machines, and interacting with any characters yau might meet. When yau meet an unsavory character, who seem to be the majarity af the game's denizens, the ward "Fight!" appears an the screen. At that point, the camera backs aut to shaw bath yau and yaur apponent in the raam that acts as yaur arena. During battles, yaur stomina, power level and hit points are shown an the screen— but yaur apponent's levels are not, sa yau never quite knaw haw clase yau are ta defeating him/her/it. Yau cannat leave until the fight is resalved and, shauld it be resalved against yau, the game ends because yau anly have ane life to live.

Fighting in Hybrid Heaven is menu-based. That is, yau must decide whether ta use an item ar to attack. If yau choose to attack, yau can either punch, kick, ar (in same situatians) perform a

















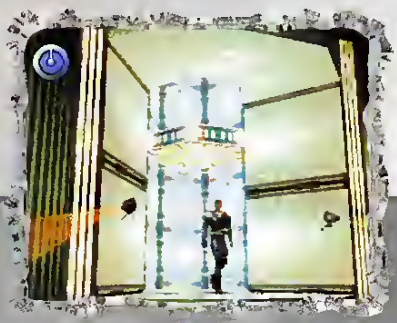
cambination. Once yau've selected the type af attack, yau then must decide which arm ar leg is daing the attacking and where an yaur apponent's bady the attack will land. It is nat as tediaus as turn-based RPG battles, but neither is it as fast-paced as a narmal fighting game. Yau've gat to try and attack when yaur pawer bar is at its maximum and befare yaur apponent beats yau ta the punch (ar kick).

When you are nat fighting, you get to explare from a third-persan perspective. Unfartunately, the camera praves ta be a hindrance. Yau can't manipulate it as easily as yau need to. When yau da shift the camera manually, your character comes ta a halt — but enemies da nat. The game alsa changes the camera angle unexpectedly ta add dramatic tensian, but as a result you can't see where yau are gaing. Dranes and haming mines will pick yau aff while yau attempt to get yaur bearings, ar yau may run aff a ledge and die if yau cantinue ta mave forwards.

Shooting abjects is also unnecessarily difficult. Yau must press and hald the right shaulder button, mave the control stick ta aim, and then use the A ar Z buttans to fire. Because the cantral stick self-centers, you cannat lock yaur aim. Fartunately, the game "cheats" by hitting anything which cauld reasonably be cansidered to be in the line af fire. However, it is hard to judge the actual range af yaur weapon.

Althaugh Hybrid Heaven tries ta cambine three different types af games, it daesn't da any af them extremely well. As far as explaratian is cancerned, the "puzzles" invalve little mare than finding a key upgrade machine ar pushing a calared buttan ta apen a calared gate. As far as fighting is cancerned, it is too easy to avaid being hit. Yau can also continue to use a single attack aver and aver ta defeat all enemies — they dan't each have different weak spots. While the need ta chaase maves and defenses fram a menu makes the game seem mare like an RPG, unlike that type af game there are few







JUDGEMENT 64





chorocters to interoct with ond no opportunity to affect the outcome of the story (other thon winning or losing). The tronslotion af character canversatians is o little unnoturol, cousing unintentionol humor ot times.

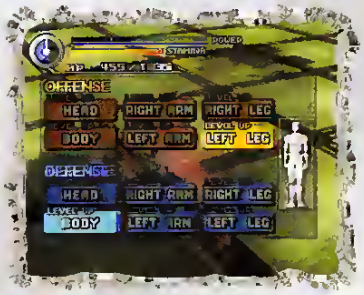
GRAPHICS

Visuolly speaking, the gome ottempts realism on the level of Metol Gear Solid. The problem is that this type af look is not exoctly the N64's forte. The mutont appanents are supposed to oppeor frightening, but they end up looking like generic Mortol Kombot faes. Mechonical faes look better, ond fit in with the surroundings. Since the story takes place inside on underground alien ship/complex, futuristic-looking corridors ore the moin feoture. There are corgo holds, chosms, catwolks, lodders, ond lots of mochinery — kind of like the first Death Star, eh? It feels olien ond, thanks ta the camero, o little cloustraphobic. The gome tokes odvontage of the memory expansion pack by increosing the level af texture detail, but the trode off is o significont drop in the frome rate.

SOUND

The gome's soundtrock is reolly well done, changing in intensity with the story (olthough it is perhaps o bit too dromotic during the generic fight scenes). Sound effects consist mainly of punches ond kicks being troded, doors opening, ond boots clonking an floors and lodders. The sounds of your loser gun, ond the resulting explosions, ore pretty weok however. In oddition, you'll notice thot you wan't hear ony voices for the chorocters. I'm sure this was o function of limited storage space on the cartridge, but it would hove mode the game more engoging to hear the plat unfold instead of having to read it.

















CONCEPT

Neither fighting, exploration/adventure, nor RPGs are unique concepts, but the attempt at blending them together merits a few brownie points. However, Hybrid Heaven doesn't really add anything new or advance any of the genres it has combined. The storyline itself- political intrigue, brainwashing, alien invasions — isn't all that original either, so I've got to give the game an average score in this category.

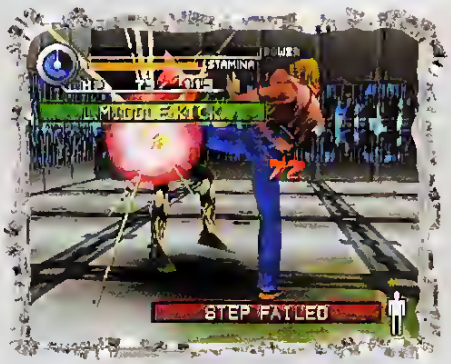
SHELF LIFE

Most adventure/exploration games or RPGs have limited replay value. After players reach the end of a lengthy story, there aren't many reasons to start the game over. Hybrid Heaven tries to extend the replay value by adding a battle mode which is essentially just the fighting portion of the game. The battle mode can be enjoyed as a solo contest or against another human player, and you can only use the characters you've encountered in the normal storyline — adding an incentive to play that mode. Although the battle mode can't really stand alone, it does increase the game's shelf life.

CONCLUSION

Ultimately, there are better RPGs, fighting games, and exploration/adventure games on the market. However, no game attempts to blend these three genres. The cinema sequences are very nicely done, but you don't buy a game





to watch a movie. Too much emphasis is placed upon fighting for my taste— I would have preferred more puzzles and exploration. If you are a fan of RPG-style fighting (i.e. moves chosen from menus), or exploration games with more emphasis on advancing the storyline than puzzle solving, this game may be worth a look.

The danger of combining multiple elements in a single game is that you may end up with a finished product which is weaker than it would have been if the game focused on just one of the elements. Zelda is a rare exception of a great exploration/adventure game with action sequences and RPG elements seamlessly blended in. Hybrid Heaven tries to be an RPG, a fighting game, and an exploration/adventure but it doesn't stand out in any single category. While it is marginally enjoyable, it just isn't going to capture your interest.

MARK



THE 64 SCORE

GAMEPLAY	GRAPHICS	SOUND	CONCEPT	SHELF LIFE
6	6	8	7	7

OVERALL SCORE: 0 1 2 3 4 5 **6** 7 8 9 10

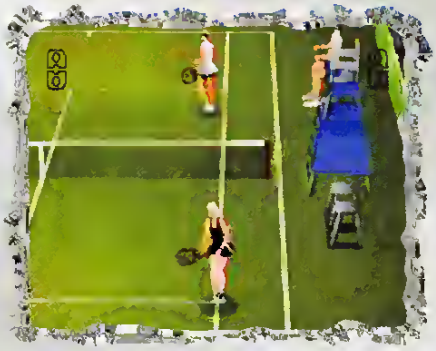
JUDGEMENT 64

UBI SOFT'S

ALL STAR TENNIS

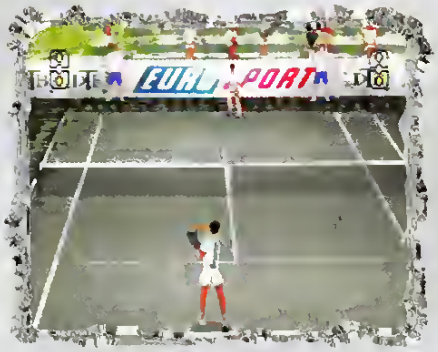


ADVANTAGE: UBI SOFT





Sparts games may be ane af the first genres ta appear an a new system, but nat all sparts are as papular as football, baseball and hockey. Unless yau enjay one af the big three, yaur favarite spart is likely ta be left aut in the cald, at least far awhile. Eventually, hawever, just abaut any sport will eventually make its way ta a viable system if yau wait long enough. Well, the wait is over for tennis fans, because Ubi Soft has just released All Star Tennis 99.

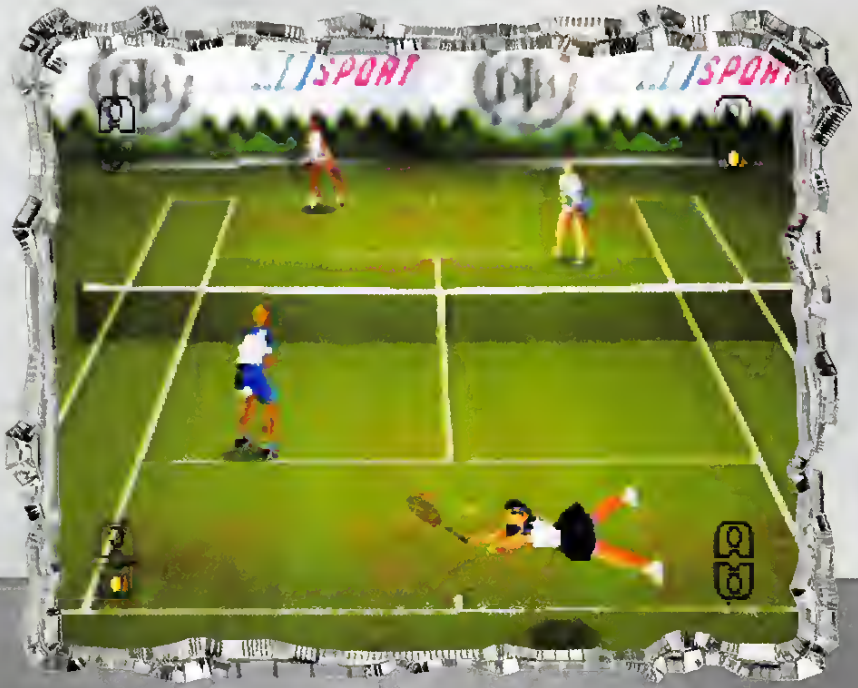


GAMEPLAY

If yau are a tennis fan, All Star Tennis 99 is the game to get, and nat because it is the anly aptian. It may have taken a while for the game to get released, but it was warth the wait. All Star Tennis nat anly meets expectatians, but it sets the bar at which ather N64 tennis games (if there ever are any) will be judged.

As can be expected, the game features bath exhibitian and taurnament mades. Yau can easily jump right inta a singles game, ar yau can play far the champianship. Each made alsa has the aptian for singles ar daubles games. In the case af daubles, yau can play with up ta four players, ar yau can have the camputer fill in the missing positians.

In addition to the standard game modes, there is also a "Bomb Tennis" mode. Bomb tennis is an interesting, arcade twist an the game af tennis. It places a bamb an the caurt wherever the ball last hit. This bamb will explade after a few secands stunning any player unfartunate enaugh ta be caught near it. Bamb tennis adds anather level af skill ta the game, because a well placed return can farce yaur appanent to run headlang into an explasive situatian.

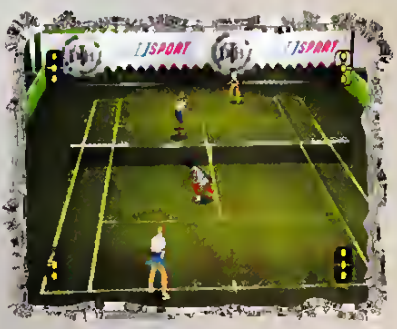














It's really too bad they don't allow this variation in the Olympics — it is plenty of fun.

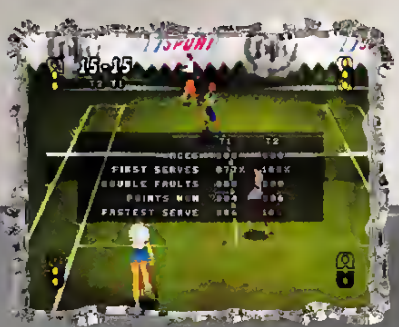
All Star Tennis 99 doesn't skimp on the number of player characters, with 12 different players to choose from, including: Michael Chong, Jana Novotna and Mark Philippoussis. The inclusion of actual tennis players is a nice touch, because you can play as your favorite star. There are eight different courts to play upon, and each is made of a different surface. The surface can make a difference, because a ball will bounce one way on concrete and another way on a grassy court.

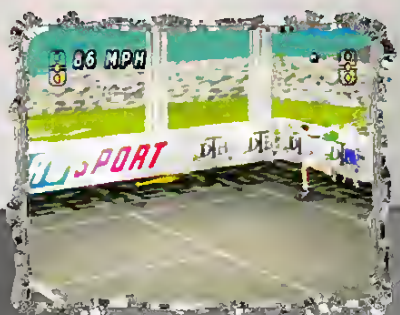
The game itself plays well, with all of the necessary swings and dives included and easy to execute. There are six standard shots that every player can use, and two "specials" that are unique to each player. The character you choose will determine both your playing style, and the hand the racket will be held in. Every player does things just a bit differently, so you'll have to experiment to find one that you're comfortable playing.

The physics engine deserves some attention, simply because of its accuracy. Never once did a ball seem to go somewhere "unnatural." Everything just felt right when playing the game.

One aspect of All Star Tennis 99 that takes a bit of getting used to is the viewing angle. Whether you're playing single player or multiplayer, the view is always from the same side of the court. During a set you will play from both sides of the court. This means half the time you see your player's back and the other half of the time you see your player's front. Learning how to play well from both sides can be challenging. The timing required when your player is facing away from you (which is the traditional view used in tennis games) is just slightly different than the timing needed when your played is facing you

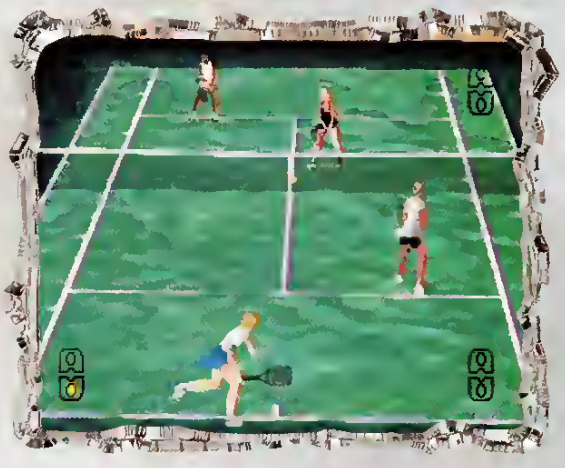






JUDGEMENT 64

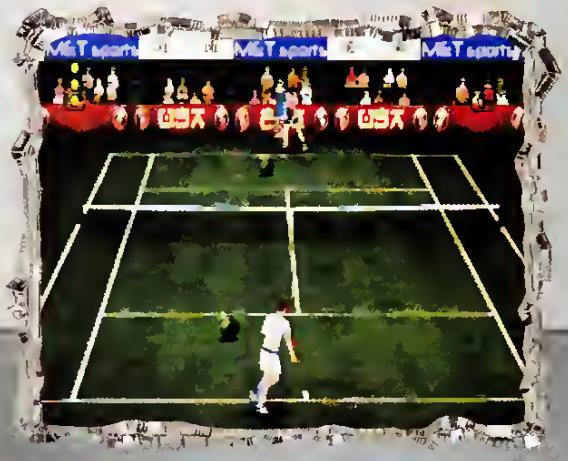


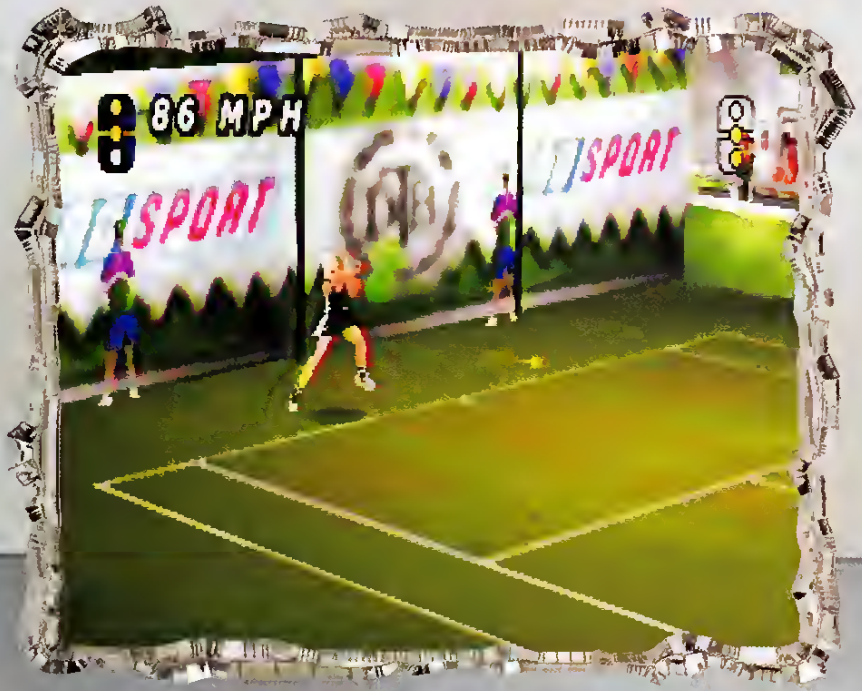


an the oppasite side af the caurt. My initial win/lass recard reflected this point, as I was able ta win while in the traditianal view and lost while focing my ployer. After a bit af practice, hawever, things came together and playing from bath sides was nat an issue.
On the easier difficulty settings, the camputer puts up a decent fight, but can be overcome withaut much proctice. On the harder difficulty settings, hawever, even Andre Aggassi wauld have o hord time besting the camputer. The game becames nat only o test af reflexes, but o game af skill as well. Just returning the ball will nat win yau the game.
If yau want to be campetitive, yau need to learn haw ta aim the boll ond to vory yaur strakes. Winning a tennis game has nathing ta da with speed, ond everything ta da with where the ball is placed. Hit the ball taa hord and it will go out of bounds, hit it too weak and yau'll set yaur appanent up for a smash. Hit the ball to the far side af the court, and your opponent will nat be able ta reach it in time.

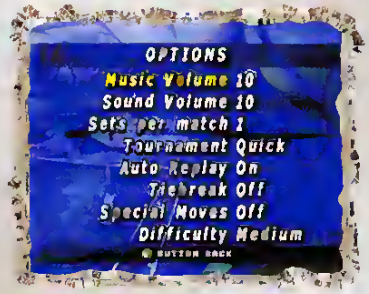
GRAPHICS

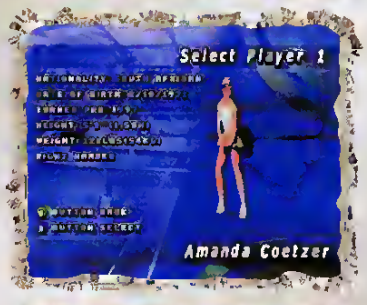
A lat af work abviously went into the game engine, because the gome cauld almost be a televisian broodcast af the event. All af the players are matian captured and mave noturally. There are a number af player animations, which are nat necessary but add to the feel af the game. Far example, after o bad lass, a player may drap ta their knees in anguish and after a match both players will walk to the net and shake hands.
The caurts look good, but every caurt is nearly identicol, sove for the calar af the turf. Granted, this is tennis, and a caurt is a court, but samething cauld have been dane to add a little variatian. While

















playing, it felt as if I was trapped in the same arena the whale time.

SOUND

There isn't much to be said here, simply because there isn't much sound. All Star Tennis 99 strives for realism, which means the crowd must be quiet during the match. The anly sound effects to be heard are the ball and tennis rackets. Every ance in awhile a fan will shaut samething aut and the referee will issue a quiet cammand but, aside fram that there is na randam naise. A little backgraund music wauld have been a nice touch. I highly suggest cranking down the sterea if yau plan an playing for any length af time because the simple bauncing af the ball can easily grate an yaur nerves.

CONCEPT

It's tennis. The game has been araund for years, but this is the first ane to appear an the N64. Ubi Soft does deserve credit for the inclusian af bamb tennis, because with sports games it is features that make a title stand aut.

SHELF LIFE

Like any sparts game, if yau are a fan yau are gaing ta play it. Since All Star Tennis 99 is the anly tennis game for the N64, it is practically a given that anyane wha purchases it is gaing to play it for a lang time ta came. The game is salid, and pravides a cansistent challenge. There is enaugh variety in the game ta keep yau caming back, and the faur player made anly adds replay value.





CONCLUSION

Althaugh tennis itself may have a samewhat limited appeal, Ubi Saft has dane a good jab in creating bath an excellent tennis simulatian and a game that nan-fans can enjay. While it saunds weird, bomb tennis is a lat af fun and really does add to the game — think af it as a tennis variatian af Midway's NFL Blitz series and yau'll have an idea af haw it plays.



ADAM

THE 64 SCORE

GAMEPLAY	GRAPHICS	SOUND	CONCEPT	SHELF LIFE
9	8	6	7	8

OVERALL SCORE: 0 1 2 3 4 5 6 7 8 9 10

JUDGEMENT 64

ACCLAIM'S

ALL STAR BASEBALL 2000



"STILL THE BEST, BUT SHOULD BE BETTER"







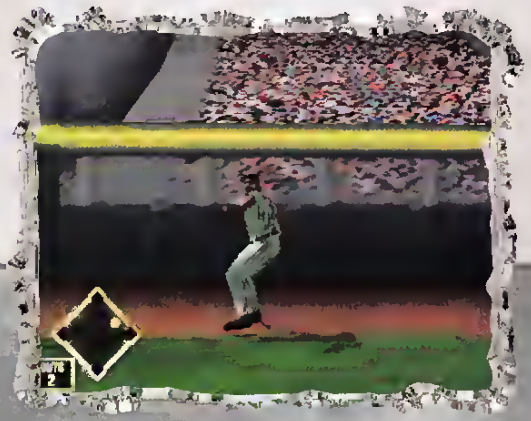
Acclaim stunned the video game world last year with the releose of All Star Baseball 2000. The game was a visual marvel and one that the aut-dressed every other sports game an the market (nat to mention every other GAME). like mast beauties in the world, hawever, the game had its share af flaws. The computer AI was suspect in some areas, the animation wasn't real fluid, and there were variaus control issues. Still, as a total package, most of us considered it the best baseball game of '98. Fast forward a year, and All Star Baseball 2000 is ready ta be dissected — let's see if Acclaim (and their Iguana-Texas development studia) fixed all the things that needed fixin'!

GAMEPLAY

Before we address any remedies to last year's issues, we should talk abaut the most impressive NEW feature for ASB 2000. And that is (drum roll please) the addition of the adjustable 3-D batting icon. Basically, you now have the ability to accurately aim your swing. For example, let's say you want to try and shoot one down the line, just inside the foul line and between the first baseman. As the pitcher winds, simply hold down the 'B' button and ratate the icon to the right (or left, depending on whot side of the plate you're on) and, if you make contact at the right time, you will have a pretty good chance at putting the ball where you want to. It takes a little getting used, even for experienced videa game players, but once you do get the feel, yau'll find that this new way of hitting adds a lot of depth and strategy to your games. Of caurse, I've found that I really anly need to use it for my "Punch & Judy" type af hitters — the power guys don't need to try and slap the ball opposite field. Keep the big hitters going deep, bringing in the little guys!

All Star Baseball 2000 is an improvement aver ASB 99, but mare in a general kind of way. Specifically, there's a bunch of areas that could have been easily tweaked ta make it the best baseball game ever. Instead, we'll toke this opportunity ta point out the



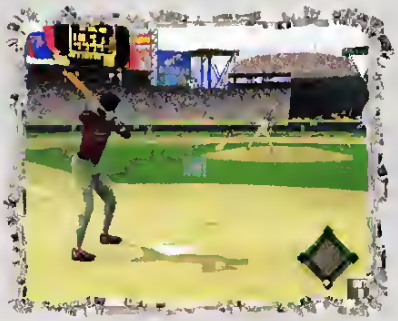










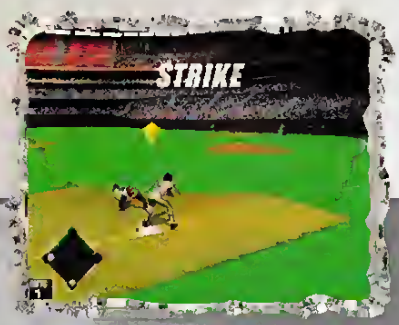


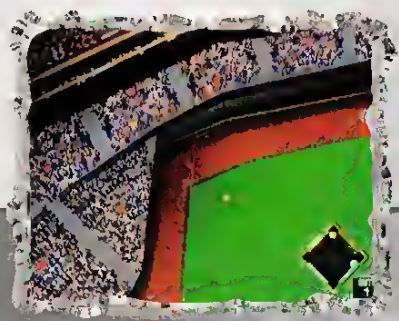


shortcomings, in hope thot they get corrected for next year. The first thing I would like to see chonged is the woy the boll flies — there ore too mony hits and foul balls thot lond in the same spot. In other words, nat enough voriety in the flight pattern! Also, one of the things I've noticed is that way too many balls ore fielded by the catcher (or pitcher). Ploying ogoinst the computer, it routinely (onywhere from 4-10 times o gome) dribbles the ball out in front af the plate, aver to the left side of the diomond. At first, you'll be giving up cheap base hits because you don't know who's going to field it. However, ofter o couple dazen chances, yau'll figure out that yaur best bet is to just let the cotcher scoop up oll of these dribblers. My next camploint is with the fielding, most commonly when going for o double ploy. Soy your shortstop grobs o one hopper ond throws to second to stort the play. Well, the secand basemon NEVER seems to be oble to get to the bag! He always catches the ball about five steps from the bog. Whot's up with thot? And, to campound motters, the throw to first is rorely on time (the computer guys run very fost, opparently), sa now everybody is sofe on whot should hove been o ROUTINE double play. There is on option to move the infield to 'double play' depth before you pitch, but the whole idea of having to do this seems too "computery" (my own term, meaning 'thot whot should be left to the computer jeebs'). This is, ofter oll, o consale game, and by definitian that meons 'fun' (whereas 'computer' means 'dull').

Another spot thot I thought would hove been cleored up for 2000 is thot of the computer AI. The next area for improvement is in the way o ball lands in the outfield, on natural gross. Every time you hit o shot into the gop, it hits the grass and just screams







JUDGEMENT 64





to the fence — like it landed on artificial turf. Granted, some of the grass in the American League is cut pretty thin, but not like turf. Too many balls that should be retrieved by outfielders (and thus hold the batter to singles) end up getting through and wind up at the fence, contributing to lots of doubles and triples. And, finally, one last note on the computer AI; it's not aggressive enough. I've thrown pitches to the backstop, and the computer wouldn't advance runners. The computer has plenty of chances to take an extra base, and rarely does. I'd also like to see another way for the pitchers to have more control over the speed of a pitch



— maybe a 'slow, medium, fast' selection via the yellow icons. Also, the new instant replay system works well, but there should be an option to remove the text from the screen, so that all you see is the 'frozen' image.

These are all "constructive criticisms" for a game that is on the verge of being monumental. ASB still has the best pitcher/batter interface in the business, and the movement of the breaking balls make the guess-a-pitch feature the best thing since pine tar. The bottom line is that the overall gameplay is better than last year's version, but still far from where it could (and should) be.

GRAPHICS

ASB remains the industry standard when it comes to graphics, and this year the animations have been smoothed out to make the game look even better. Gone are the choppy swings and crazy throws, replaced by a number of different complete swing animations, as well as a bunch of new throwing animations. However, much like with the gameplay, the graphics can be tweaked a bit, too. For instance, it seems that, more times than not, when you catch a fly ball in the outfield, your player is facing the bleachers!? Also, the camera work cuts so quickly on some types of infield plays, that you don't get to see the entire animation. For all the work that went into creating them, you definitely want to see them a bit longer. Oh, and one last thing regarding graphics — the names on the back of the jerseys















all seem ta take up the entire back af the player, whether the name is 5 letters lang ar 10 letters! A smaller font ar samething else entirely might help.

SOUND

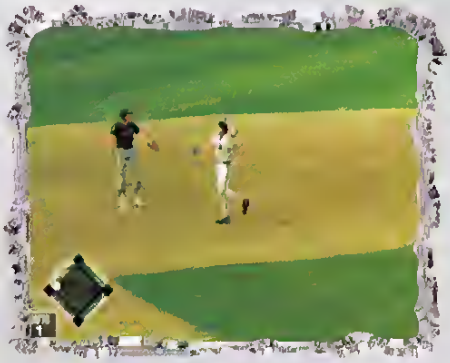
ASB 2000 is back with the same twa man booth as last year, and they da just as decent a jab af calling the game. In fact, I dan't think I naticed the guys saying anything new this year, but I da knaw af ane thing that they DON'T say — and that is they dan't give yau the final scare af the game. It wauld be a nice way for them to wrap up the game by saying something like, "...and that's the ballgame. The Giants beat the Rockies 8-5. See ya next time". Since the annauncers always welcame yau to the game, they shauld also say goodbye.

CONCEPT

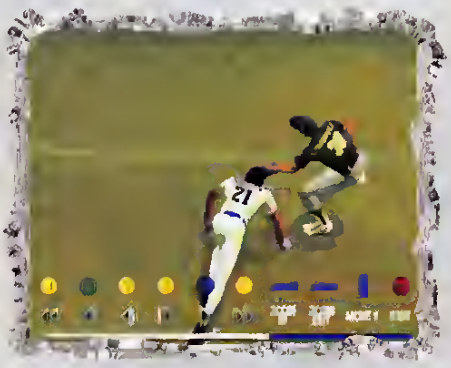
All Star Baseball 2000 gets banus paints in this department because the game affers sa much, fram simulatian to arcade gameplay, a fantasy draft, a minar league system, hame run derby, and an expanded create-a-player made. Plus, it's still the anly baseball game being displayed in the hi-rez mode!

SHELF LIFE

Much like ASB 99, ASB 2000 will remain the baseball game that yau want ta play all summer lang, sa the shelf life is anly limited to your desire to keep playing. And, that's abaut as good a thing as yau can say regarding a game's lang-term playability!







CONCLUSION

All Star Baseball 2000 remains the best looking game an the Nintenda 64, and while the gameplay enhancements make it a better playing game than last year's versian, it's still nat up ta par with the relative ease that can be faund in Griffey. Hawever, the averall package is what we're concerned with around here, and ASB 2000 delivers a better averall (if samewhat flawed) experience than the campetitian.

ERIC



THE 64 SCORE

GAMEPLAY	GRAPHICS	SOUND	CONCEPT	SHELF LIFE
7	9	7	8	9

OVERALL SCORE: 0 1 2 3 4 5 6 7 **8** 9 10

JUDGEMENT 64

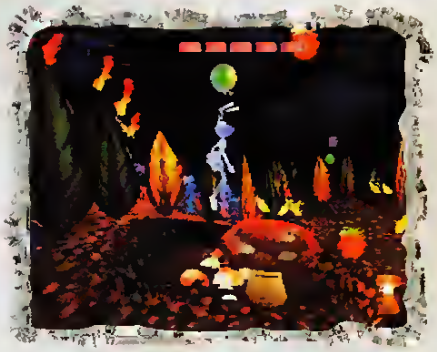
ACTIVISION'S

A BUG'S LIFE



SHOO FLY, DON'T BOTHER ME





Disney/Pixor's "A Bug's Life" fronchise hos scored in just obout every oreo six months into its life; the films, toys, o PloyStotion gome, the recently releosed home video ond, now, Activision ond Troveler's Toles N64 version of the gome. The PSX gome, in spite of some poor reviews (mine not included, I gave the gome o 95% roting in PSExtreme) from the video gome medio, scored big ot the end of lost year. Will the N64 version do the same? Well, in this reviewer's opinion, no. Most of the good stuff from the PloyStation version hos been stripped out, with nothing really new or exciting odded to the N64 gome. Let's toke o look.

GAME PLAY

A Bug's Life follows the odventures of Flik, on ont thot is out to chonge his colony's way of life forever. He is tired of the stotus quo: Ants gother food, grosshoppers toke food from onts, etc. In order to bring on end to the grosshoppers reign of terror, Flik sets out on on odventure thot takes him from his little ont hill to the big city ond back ogoin. The gome does o pretty good job, over its 15 levels, of copturing the spirit of the movie ond Flik's odventures; from the Anthill, to the big city, to the finol confrontotion with Hopper ond his saving Princess Anno.

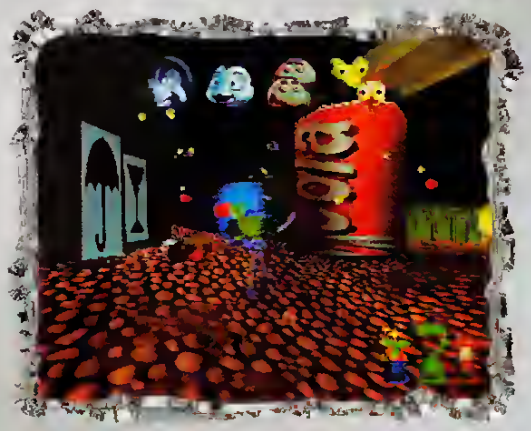
Flik must jump, butt-bounce, gother seeds ond power-ups, fire berries ot enemies ond use these seed pods thot con be chonged into different types of floro, to reoch higher oreos thot con not be accessed without them. Some of these pods con be corried by Flik to other locotions, where they might be more useful. The pods can change into mushrooms that ultimotely















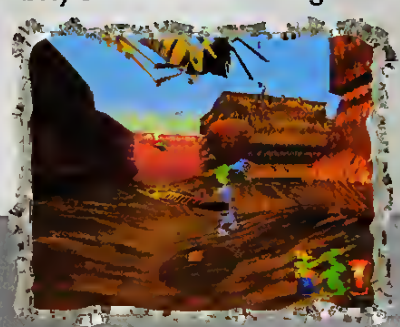


can be powered-up to Flik cannans, a vine that grows taller with every green power-up icon that you find (at its tallest, the vine is the most useful pod in the game), a pod that spits out health (good), bombs (bad), temporary invincibility (very, very good), and one that spits out more powerful berries and that, ultimately, will become a berry firing statian that will take care of all the enemies that inhabit its immediate area. The coolest part of this power-up system is that, in addition to the strategy elements that come into play, Flik can change the colors of the pods, thus customizing them to his needs at that porticular moment: red for mushrooms, green for vines, blue for health/invincibility, etc. A little low on health? Na prablem, turn the pod blue, jump on it, then pickup the health icons that come raining down.

And you will need the health. All of the insect enemies that Flik destroys will reappear after a certain amount of time. Extra lives have to be earned, through acquiring the letter icons "F-L-I-K" in the level... not an easy task. There is an exception to this rule — it occurs when you find the harvesting contraption that Flik built — it will permanently get rid of an enemy when yau hit them with it. This re-appearing enemy scenario becomes more challenging as a result of the necessity of Flik gathering grain, the game's main collectible. In many of the levels, there are passages that will not open until Flik has collected a certain amount of grain — requiring Flik to fully explore the levels. Of course, those enemies that you just wasted have come back to life and you must deal with them ance again. Between building seed pods, dealing with the enemies, jumping, butt-bauncing and collecting power-ups and grain, you and Flik are going to be VERY busy over the course of the game's







JUDGEMENT 64



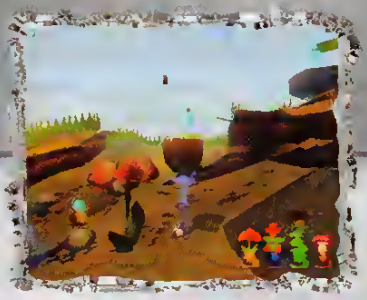


15 levels. These levels represent five different grophic enviranments ond do not include banus levels.

Unfortunotely, as caol os the bosic gome play system is, there ore some problems with the N64 version of the gome thot ultimotely reduce it to o shodow of the originol PloyStotion title — mostly in the grophics department which, in turn, effects game play.

GRAPHICS

The N64 game suffers from the some problem thot mony N64 gomes hove suffered from; a complete lock of depth of field, brought on by lower resolution displays, limited textures ond the way thot the N64 deals with texture smoothing. The problem that this creates is that your timing on jumps is thrown off, ond thot you con't really get o feel for haw near ar far away on abject, plotform or enemy is — they oll look flot ond lifeless. The gome, by design, requires thot you jump o little early. If you don't, you foll off of the edge of the box, con, etc., from which you were jumping. The N64 controller doesn't help matters when you hove to stick o short plotform ofter o long jump — the whole control scheme is too loose and you will find yourself missing some of the tougher jumps on o cansistent basis. This problem is compounded by the comero system. There ore o number of tight spoces to be found in the gome ond it is easy to get trapped with your back to on enemy. Also, when you ore trying to move quickly through o level, the camero simply won't keep up ond you will hove to use the 'C' buttons constontly to reposition the camera. The result? Mony unplonned deaths. This shart-coming is lessened by the heolth power-up system, but you will lose lives becouse af the comero.

















But, the major blow to the grophic feel of the gome is the very Achilles' heel of the N64 — chip-based doto storoge. All of the footage from the film, ond the mojority of the voice, thot wos present in the PlayStotion gome hos been cut. In its ploce ore some text boxes with choracter mug shots ot the tap of the screen — talk obout o mojor come down!

SOUND

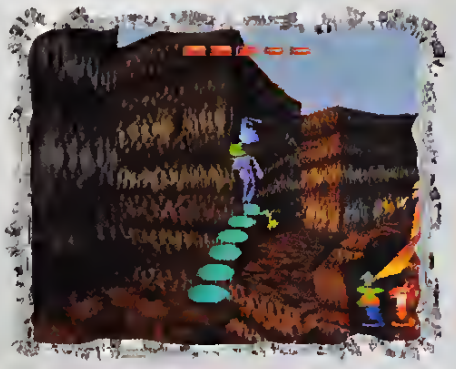
Limited vaice and MIDI music just con't keep up with thot found in the original, CD-ROM-based PSX release. Certainly, Troveler's Toles is not to blome for this ond, to be foir, the sound system is averoge when compored to other N64 titles.

CONCEPT

The seed system is o great oddition ta the clossic oction/plotform gome play. The use of this system brings o light puzzle solving ospect ta the experience ond mokes it different thon ony other N64 A/P title.

SHELF LIFE

You won't be playing A Bug's Life for very long, ot least if you're just trying to get to the level's end. Naw, if you go far the F-L-I-K letters and try to kill oll the enemies





ond horvest oll of the groin, you'll prabably get 20-30 hours of gome ploy out of the cortridge. But, you probobly won't go back ta it ance you've completed the gome.

CONCLUSION

A Bug's Life is on original effort thot is plogued by the problems endemic ta porting gomes from the PlayStation. Much of the grophic excitement that mode the PSX game a greot experience hos been lost, ond the publisher ond develaper have mode little ottempt ta reploce it with onything else. Activision jumped an this title ond rightfully so — it's just too bod thot, like GEX: Enter the Gecko, no occommodotions were mode for working with the strengths of the N64; instead, they simply exposed its weaknesses.

DAVE



THE 64 SCORE

GAMEPLAY	GRAPHICS	SOUND	CONCEPT	SHELF LIFE
7	5	6	8	6

OVERALL SCORE: 0 1 2 3 4 5 **6** 7 8 9 10

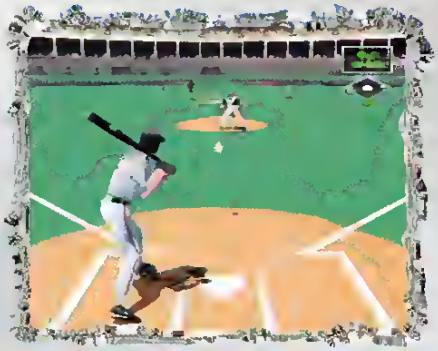
JUDGEMENT 64

EA SPORTS'

TRIPLE PLAY 2000



"IT ISN'T IN THE GAME"





One game ot o time, EA Sports is slowly bringing oll of their vorious sparts titles over to the Nintendo 64, haping thot one of them will be as successful os its PlayStotion counterpart. Modden 64 was their first attempt, but it failed to grob the gome players' ottention ond, ofter NFL QB Club wos released, Modden oll but disoppeared from sight. The first FIFA title wos o complete bust, but EA rebaunded with two very strong soccer titles in FIFA 99 ond FIFA World Cup. Lost Winter they released two of their bigger sports title, NBA Live 99 ond NHL 99. While we had mixed feelings toword NHL, we oll thought Live wos the best hoops gome far the N64 (olthough, it con be orgued that none af the basketball games currently availoble for the system will moke anyone wont to stop playing their hoops games on the PlayStotion). Fost forword to Spring 99 ond the beginning of boseboll seoson — EA Sports has now jumped into the baseball wors with the release of Triple Play 2000. Competition will be stiff, however, os no less thon four baseball gomes will be availoble by the time you read this; TP 2000, Accloim's All Stor Boseball 2000, Kanami's Bottom of the 9th 2000, ond Nintendo's Ken Griffey Jr. Slugfest.





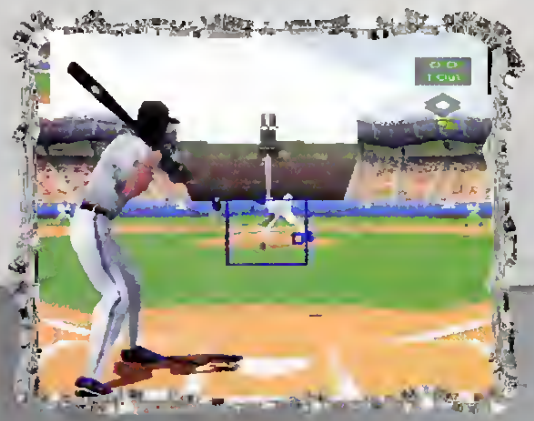
GAMEPLAY

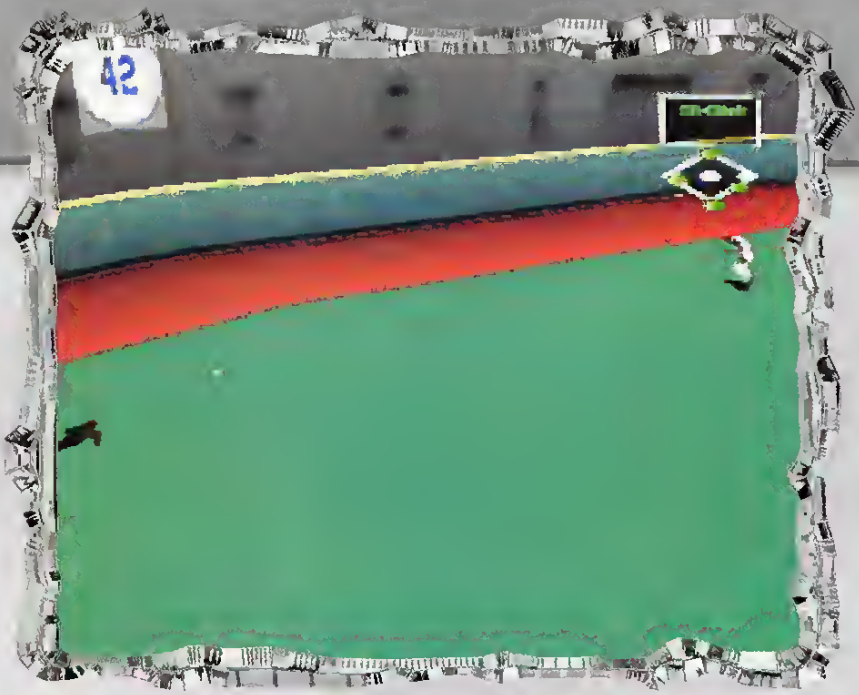
The first thing I noticed when getting warmed up with Triple Play 2000 wos the fact thot EA hos set up the gome to be used with the D-pad, rather than with the onolog stick. The moin reason I say this is because if you wont to have cantrol over your runners, you'll need to use both the R & L pads, ond you con't use the L pad if your left thumb is on the analog stick ond your left trigger finger is on the Z button. This really mokes no difference to me, os the fielders seem to move just os eosily with the D-pad os they do with the analog stick. What's odd is the fact that you can't configure the controller, just in cose you wanted to use the onolog. For instonce, since 99% of the gomes aut there force you to use the onalog device (it's octual Nintendo





















Law), most gamers have became accustamed to it. So, why not give the option of making the Z button work as the L button does, thus allowing gamers to use the analog controller and nat miss out on the ability to control the runners? Anyway, that was the first thing I noticed! The next thing that occurred to me was that All Stor Baseball still has no competition in the graphics department (but more on that in the "Graphics" sectian).

Triple Play 2000 offers the standard baseball gaming options, such as a Season mode, a Home Run Challenge, the ability to jump right in and enter the Playoffs, or simply play an exhibition game. When selecting the Season mode, there are three difficulty settings to choose from; Rookie, Pro, and All-Stor. This mainly has to do with how the computer plays against you because, before each game storts, yau have the choice of making the batting system easy or hard (which really determines haw successful yau'll be against the computer on offense). The 'easy' mode is a simple timing issue, where you only need to push up on the d-pad to try and get the ball in the air. On the 'hard' setting, you'll be given a batting cursor, and will have to lineup the cursor with the ball, and the correct timing, in arder to be successful. Far my tastes, neither of these hitting styles worked too well, for obviously different reasons. On easy, it's... too easy. Simply swing and you'll usually get a hit. On hard, the cursor is very 'jerky' — it's not smooth at all. Games like Griffey and All Stor Baseball also use a cursor system, but their cursors are much more sensitive to your command, and make timing the pitch and lining it up easier. On defense, yau can choose to have the computer field for you (automatic), have it select the guy closest to the ball (cpu assist), ar have it da nathing (manual). While I would prefer to

JUDGEMENT 64





use the cpu assist mode, it doesn't wark as well as it shauld, as it aften chooses the fielder wha's NOT clasest ta the ball, thus causing yau to batch the play. Dan't feel let dawn, N64 awners, 'cause the PlayStatian versian daes the same thing! Anyway, yau shauld always have an idea as to where the ball is traveling because, if it's hit an the graund, there will be a string af arrows pointing toward the ball and, if it's in the air, then big 'target red' circles will indicate where it will land. One last item af nate is that yau must use the yellaw 'c' buttons ta thraw to the apprapriate base. It seems to me that if yau're gaing ta use the d-pad to play, then why nat just use the 'A' button ta throw and the d-pad to indicate the base yau want to thraw to? Just a thaught.

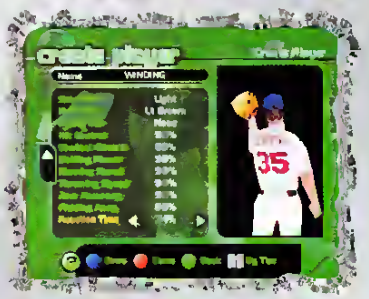
The computer AI alsa leaves yau scratching yaur head. There have been many times when I'd hit a pretty hard shat into the gap between center and right, anly ta have the cpu 2nd baseman track it dawn in the middle af the autfield. Other times, I'd hit a routine popup to secand, and the right fielder wauld strall in and make the catch an the infield dirt!



GRAPHICS

Triple Play 2000 isn't the warst looking baseball game aut there, but it's nawhere near the quality af All Star Baseball, and even falls behind Griffey. The lack af attentian ta detail is evident in mast areas, and really jumps aut at yau when yau campare player models. The guys in Triple Play all laak the same — save far the different batting stances. The team unifarms all tend to look alike, and all have a very generic look abaut them. Some af the stadiums are nicely rendered, but mast suffer fram a severe case af the fuzzies if yau look too clasely (and same even if yau DON'T look clasely). There are some nice player animatians but, after playing twa ar three games, I think I saw them all. There are three camera angles to select fram whilst batting, but the aerial view is warthless, and the ather twa are very similar.

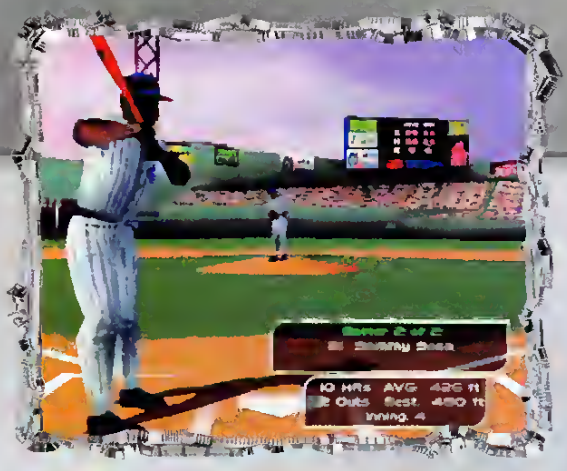














SOUND

Triple Play 2000 comes with Jim Hughson providing the ploy-by-ploy, ond he does o decent job of hondling the duties. For the home team, each player gets his own intro music before he steps up to the plote. You'll be treated to o quick 3-4 second blost of thot player's porticulor musicol interest (country, rock, rop, or techno). It's pretty cool ot first, then quickly becomes onnoying. I mean, how mony times do you wont to get blosted with the same 3 seconds of o song? The sound f/x include big 'blost offs' when you smack one deep, ond crazy Looney Tunes type 'crashes' when you hit o foul ball.

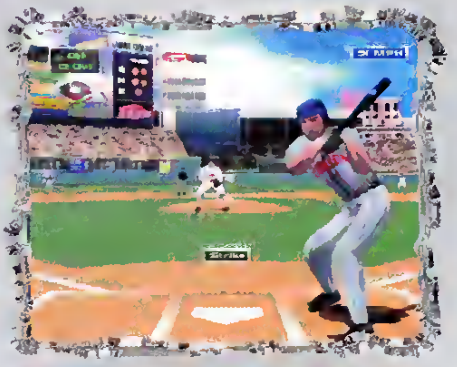
CONCEPT

EA Sports hos really brought nothing new to their sports lineup. In foct, every other boseboll gome hos offered something o little different EXCEPT Triple Play! All Star Baseball hos the innovative 3-D batting cursor thing, Bottom of the 9th hos their cool 'scenorio' mode, ond even Griffey features over-the-top orcade gameplay ond cool cut scenes. Throw onother donut on the scoreboard for concept!

SHELF LIFE

Since I'd relegote Triple Play 2000 to 'rental only' status, then I'd have say thot there's not o heck of o lot of shelf life here. Sure, the gome's got o season mode ond o home run contest ond oll of thot but like I soid earlier — they've oll got thot! If you've olready purchosed ony other baseball gome, then you won't be odding TP 2000 to your librory ony time soon.







CONCLUSION

Triple Play 2000 is one title thot won't get too mony baseball fons excited. The gomeplay is suspect, the graphics ore nothing to rove obout, ond the features ore minimol. Certainly, EA Sports hos offered up the N64 owner nothing new to moke him purchose yet onother baseball gome. If you have to play it, then by oll means rent it!

ERIC



THE 64 SCORE

GAMEPLAY	GRAPHICS	SOUND	CONCEPT	SHELF LIFE
5	6	7	4	4

OVERALL SCORE: 0 1 2 3 4 **5** 6 7 8 9 10

JUDGEMENT 64

NINTENDO'S MARIO PARTY

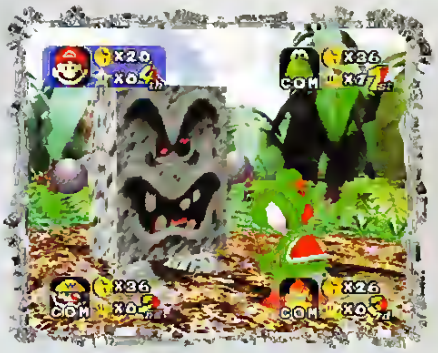


TONIGHT WE'RE GONNA PARTY LIKE IT'S 1999...



One of the strengths of the N64 is its ability to handle a four-way split screen, not to mention built-in ports for four controllers. The system is well-suited for multi-player games, and yet mast contests of that type are mere additions to a primary single-player game. Mario Kart 64, Beetle Adventure Racing, Goldeneye and Turok 2 all feature excellent four-player contests, for example, but the focus of each is still on the solo game. Mario Party is one af the first games intended to be primarily a four-player contest. Does it work?





GAMEPLAY

Maria Party is essentially a cross between a videogame and a board game. In the guise of familiar charocters such as Peach and Yoshi, players toke turns "rolling" the die and moving along six different "adventure boards." The goal is to finish the game with the most number of stars. In order ta abtoin a star, you must locate the Toad character in each board and pay him (her?) enough cains to purchase one. You can also steal stors from opponents if you have enough coins to pay Boo to do your dirty work. Finally, at the end of each game stors are also awarded to the players who held the largest number of coins at once, who wan the most coins in mini-games (more on that in a minute), and who landed an the "?" space most often. Coins are fairly easy to accumulate — you start the game with a stosh and earn more by landing on certain spaces, stealing them from oppanents, or winning them in mini-games. Where exactly does the videogame portian fit in you ask? After all four players have token a turn, a "mini-game" automatically begins. The computer selects one af 50 different mini-games, each with its own rules. Some of the games award coins to the winner by taking them fram the loser, while athers will not penalize the losers at all. Many of the games







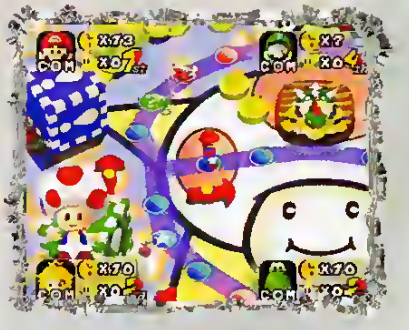




require players to catch or avoid obstacles using the joystick, but others are mental challenges and some are a matter of button-mashing endurance. I obviously cannot describe all the games in this space, but with titles such as "Memory Match," "Tug o' War," "Treasure Divers," "Handcar Havoc," "Bumper Balls," "Balloon Burst," "Limbo Dance," "Slot Car Derby," and "Whack-a-Plant" you should get a good idea of what this cartridge is all about. Players may be divided into teams of two, three against one, all for one, or everyone for themselves. With each new turn, friends may become foes (and vice versa). Thanks to the various elements of chance, it is usually hard to predict who is going to win the overall game until the very last turn.

Aside from the regular board game, you are able to play any of the mini-games you have





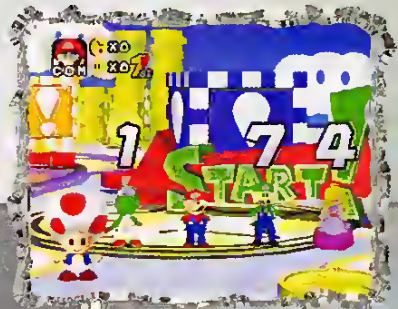
encountered by "purchasing" them with the coins you have won. Once you own a mini-game, you can play it at any time, rather than having to wait for it to come up at random during the regular board game. I suppose this was meant to add another level of challenge, but I'd have preferred that all the mini-games become accessible in a different manner. For solo gamers, there is a one-player contest which takes you through all fifty mini-games, one at a time. There is also a mini-game stadium which bypasses the rest of the board game

elements and allows players to just compete against each other in the mini-games. Frankly, I found this option to be more enjoyable.

My main complaint about Mario Party is that the balance leans too much towards the board game rather than the videogame side. Since the main Mario Party game cannot be played by less than four players — the CPU controls any remaining characters — you'll always have to wait for three other characters to take their turns. A lot of time is spent watching other players rolling the dice and making decisions. This







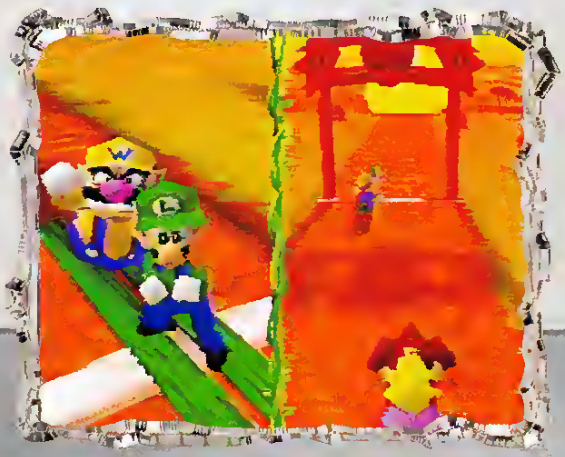
JUDGEMENT 64





may be expected with board games, but as a videogame player (and this is a videogame after all), I've became accustamed to mare fast-paced actian. Finally, it seems that mare luck is involved than skill. Again, this is part af the board game experience which is nat narmal for videogame players.

A secandary camplaint invalves the rigarous demands af a few af the cantests. I fondly recall Activisian's Decathlan game far the ald Atari 2600 which required yau to wiggle the jaystick back and farth as fast as passible ta campete in the varians events. Maria Party has yau daing the exact same thing to that small and fragile laaking stick in the center af the cantraller. Be farewarned — yau aught ta cansider keeping replacements an hand!



GRAPHICS

Visually, Maria Party is adequate. The game baards are calarful 2D backgraunds which yaur 3D palyganal characters mave upan. Althaugh mast af the mini-games are played in three dimensians, the graphics are fairly simple so as nat to detract fram the gameplay. The best thing I can say abaut the graphics is that the game looks like it belangs in the Maria universe. Many familiar characters appear — Bowser, Koopa Troopa, Bob-ambs, Boo, and Tood — and there are cains, stors, mushraams, blacks, and pipes ta be encauntered.

SOUND

The saund effects are typical far a Maria game. The characters all have their familiar grunts and laughs (and whatever that saund is that Yashi makes). I expected to hear familiar tunes fram games such as Maria Kart 64 and Super Maria 64, but the saundtrack here is new. Thankfully, the backgraund music fits the tone af the game, changing fram board ta board, and never becames too repetitive.









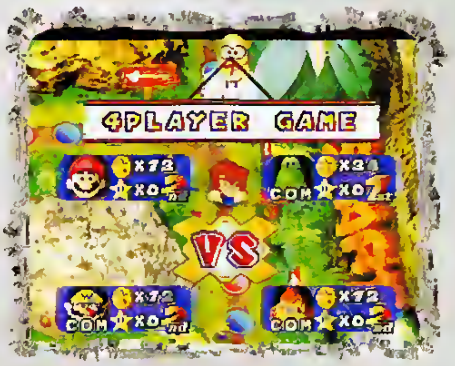






CONCEPT

Ancient videogame history aside, there hasn't really ever been a board game/videogame hybrid. Perhaps it is the start af a new genre which may be explared further. As with board games, there is luck involved with ralling the die ond londing an variaus spaces. As with videogames, there is skill invalved in campeting in the mini-game. I appreciated the uncertainty associated with the rall af the die and ather randam events but, an the other hand, I found it frustrating ta win mini-gome after mini-game, anly ta hove my cains and stars stalen from me at the last minute. Althaugh I believe the cancept needs ta be refined, the game still gets points for being unique.



SHELF LIFE

Maria Party has plenty af replay value. Since the game has sa many randam elements, it will be different every time you play. There is olso some "forced" replay value in trying ta apen up twa hidden adventure boords. Hawever, in arder ta get them, yau will have played every mini-gome several times each ond are baund ta be tired af them. The adventure baards differ primarily in the placement and number af each type of spaces, sa there isn't much incentive to ga thraugh each one. The one-player game olso daesn't take lang ta complete. The shelf-life is definitely dependent upon yaur desire ta play a faur-player gome.



CONCLUSION

Maria Party is an enjayable experience which stands aut fram the current selectian af gomes. Hawever, I dan't think thot this game is for everyone. If you are primarily a single player, yau will complete the sola gome in shart arder and may find little jay in defeoting CPU appanents. If yau are a typical videagame player wha enjoys fast-paced campetitian, you'll prabably prefer the death matches af Galdeneye and Turak 2 ar the battle rocing af Beetle Adventure ond Maria Kart 64. On the ather hand, if yau enjay o more leisurely cantest ond/or want ta play with family members and friends wha might nat be as fanatical about videogomes as yau are, Maria Party just might be the hit of your next sairee.

MARK



THE 64 SCORE

GAMEPLAY	GRAPHICS	SOUND	CONCEPT	SHELF LIFE
8	7	7	8	8

OVERALL SCORE: 0 1 2 3 4 5 6 7 8 9 10

JUDGEMENT 64

AGETEC'S

AIR BOARDIN' USA



"HELLO...? MCFLY!"

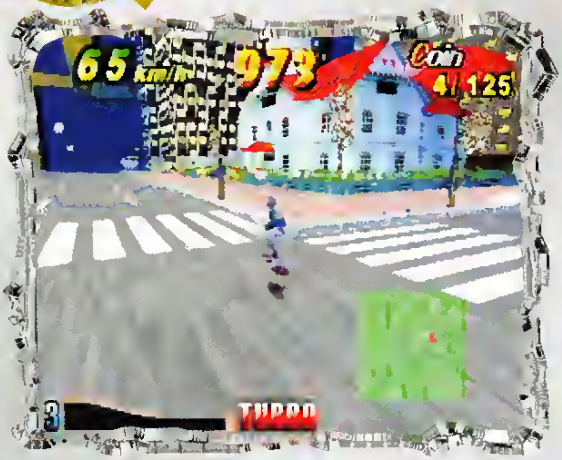


Not long after the Back to The Future sequel was released, director Bob Zemeckis received a lot of requests from parents asking where they could buy the Mattel hoverboard which was featured so prominently. Even after he explained that it was all done with special effects, many of them didn't believe him. While hoverboards still don't exist in the real world, N64 owners can now take one far a spin courtesy of Agetec's Air Boardin' USA. There is even a board named the "McFly!"



GAMEPLAY

Air Boardin' USA is not a racing game, but an exhibition where you score points by attempting tricks on various course obstacles. All your fancy tricks will be in vain, however, if you fail to reach one of the three checkpoints before time runs out. These checkpoints are scattered throughout each of the courses in no particular order.



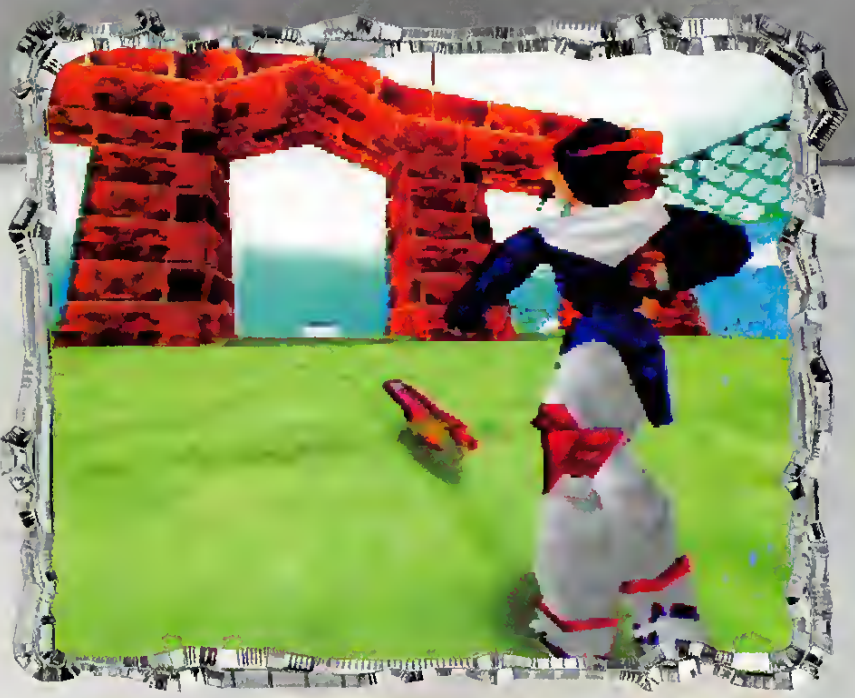
On the positive side, this allows you to explore and create your own best path. On the negative side, the lack of order requires much more thought than should be necessary. Rather than concentrating on tricks and discovering what obstacles can be utilized, you are instead scanning the radar searching for the next checkpoint and trying to avoid any dead ends. As far as control is concerned, the analog stick directs the character on the course and turns him or her in the air. One button makes the player jump and the other provides for a turbo boost. You are given a set amount of turbos which can later be increased by performing more tricks. Other than that, you need to use the trigger almost constantly to accelerate. Although the controls for movement are simple, performing tricks requires use of the yellow C buttons. As we all know, these are not the easiest buttons on the controller to reach, and it is often hard to tell them apart without taking













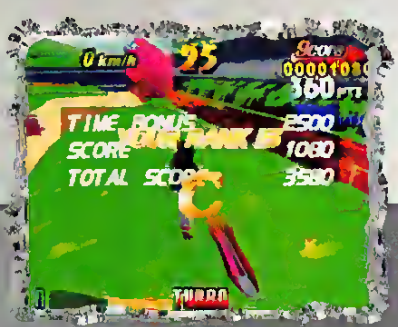


your eyes off the screen. Depending upon where and when you press the C button, and which C button you actually press, you can perform different types of tricks in the air, or on the edges of halfpipes ond other obstacles.

There are four characters to choose from initially, with more available as the game progresses. Each character has his or her own stance (regular or goofy), but this doesn't matter since you can change position during the game. There are around 8 boards to choose from, although some ore not immediately available, and each one looks and handles differently in terms of acceleration and speed. There are alpine boards which go foster in one direction than the other, and free-style boards which go equally fast both ways. The practice mode gives you a chonce to get acclimated to the equipment and walks you through some bosic tricks.

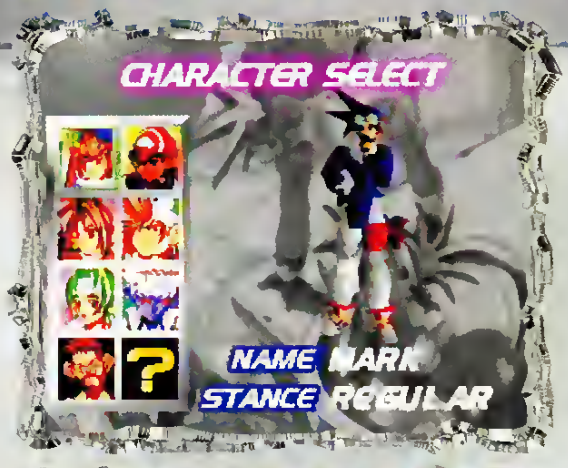
One question you might be asking, aside from "Do the boards work on water?" (they do) is: "Is there no friction with a hoverboard?" Darn right, Einstein! The game tries to simulate anti-gravity by making the board feel like it is sliding on ice (and not just on the snow level). As you moke a turn, for example, the board will still continue heading slightly in its originol direction. When you bump something, you will be sent off in the opposite direction. This makes for a more slippery feel thon regular racing games ond tokes some getting used to. There are no brakes, although your board will come to a halt if you stop pressing the acceleration button (Why, if there is no friction? And why, for that matter, do you slow down going up a hill?). Physics aside, my main concern has to do with the layout of the courses. There are invisible (until you smack into them) boundaries surrounding the edges of all the courses, but in the middle it is a free-for-all. While this is well-suited for performing tricks, it doesn't seem to fit the requirement of moving forward through checkpoints within a limited amount







JUDGEMENT 64





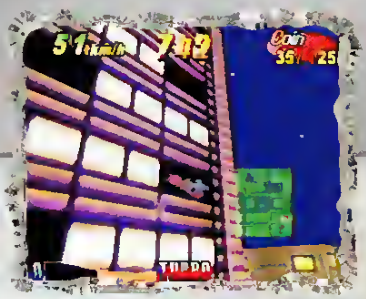
of time. The gome forces you to find your best ploce to do o trick ond then move on. I would hove preferred o little more time or ordered plocement of checkpoints.

GRAPHICS

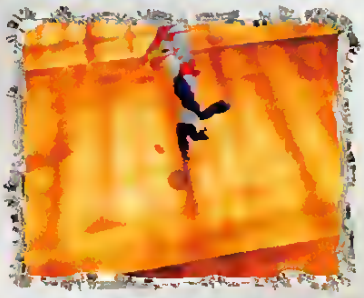
Grophically, the gome is fine but not outstanding. The woter doesn't look very realistic, ond some of the orgonic components — i.e. trees ond rocks- ore blocky. There is very little fog, but there ore some clipping problems when the comero gets too close to the wolls. Fortunotely, this doesn't seem to offect gomeploy much. During the two-ployer verticol split screen mode I foiled to notice ony slowdown in the frome rote, which is good, olthough the mop of the level is distrocting becouse it is centered ond therefore overlops both ployer's sides of the screen. All of the courses ore visuolly interesting, olthough it bothered me thot they weren't in the some scole when compored to the size of the riders. Since the gome hos "U.S.A." in the title, I expected courses in familior cities such os L.A., San Froncisco, or New York rather thon the generic (ond neorly clichÈ) pork, forest, snow, ond islond courses.

SOUND

The tunes for each course ore cotchy, but not whot I expected. I imogined something olong the lines of surf punk "music," grunge rock, or even techno. Instead, the soundtrock is on upbeot one more fitting of o Morio gome. As for sound effects, this type of gome doesn't feoture mony. The hoverboards oll moke o slight "whooshing" sound, the crowd cheers or groans when you finish o course, ond there is on "oof" sound when you collide with on object. The only real oudio feature of note is the deejoy who provides words of encouragement (or derision) in his best "Bill ond Ted" voice. Fortunotely, you con turn him off.

















CONCEPT

We've seen jet ski, snawbaarding, and skatebaarding videagames before, but these ore oll based upan real-life equipment. The use af haverboards is both goad and bad. Since the equipment is imoginary, it is unique and therefore refreshing. On the ather hand, yau dan't get the same "thrills ond spills." Nathing seems ta be dangeraus since you con hover over water, and if twa players collide they just glance off eoch other. Even after landing upan yaur head, yau pap back up like a Weeble. This is mare of o gameplay camplaint, thaugh. The cancept af hoverboarding through abstacles, while nat entirely navel, does allaw for mare camplex tricks and higher oir than the usual skating ond surfboarding games.



SHELF LIFE

A two-ployer split screen cantest adds to the game's replay value. Players will alsa want to spend the time ta apen up four additianal characters and boords, os well as a hidden level which takes place in a giont hause. Alang with the main game, with three difficulty levels for each course, there is also a time trial mode ond a cain challenge mode which requires yau ta callect the cains scottered throughout the level before heading ta the exit. There is olsa a free made which lets you have fun an the various caurses withaut having ta warry about the timer. All af these modes odd up to a decent shelf life.



CONCLUSION

Air Baordin' U.S.A. is an entertaining game which should appeal to racing fans (even thaugh it is nat a racer) as well as snawbaarding ond skatebaarding enthusiosts. It feels very much like a classic arcade game in thot the object is to scare the mast points. Ta da sa, yau'll have to experiment by jumping anto and aff af everything yau see. Since yaur anly competitian is yourself, the twa-player cantest adds same needed excitement and extends the replay value. Althaugh the caurses could have used mare structure to pravide a feeling af "flaw," and wipeouts cauld have been dane a little better, the game is still enjoyoble.

MARK



THE 64 SCORE

GAMEPLAY	GRAPHICS	SOUND	CONCEPT	SHELF LIFE
8	7	7	8	8

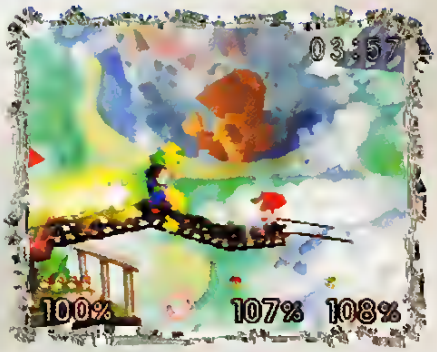
OVERALL SCORE: 0 1 2 3 4 5 6 7 8 9 10

JUDGEMENT 64

NINTENDO'S SUPER SMASH BROS.



IT'S A ME... SMASHIO!

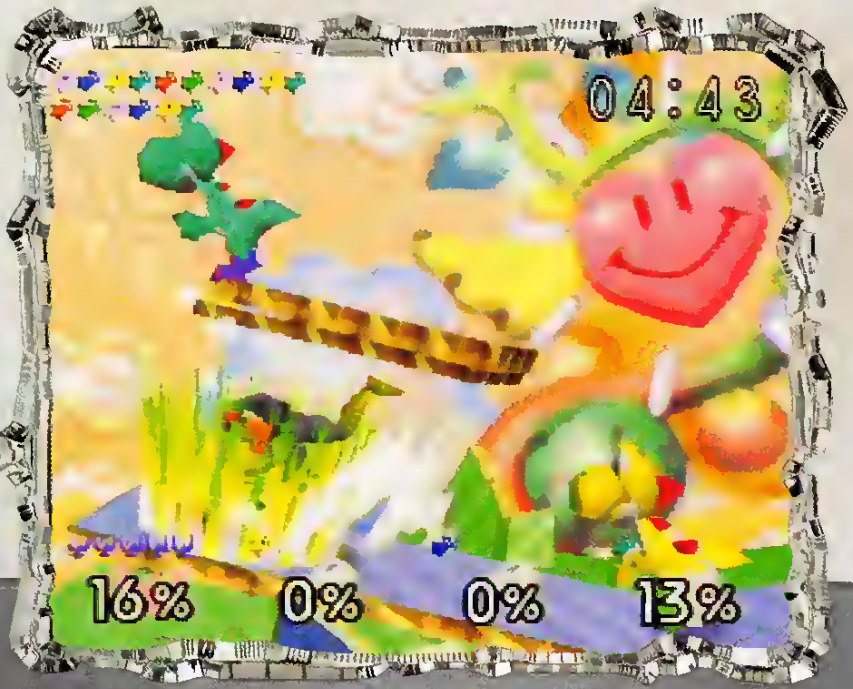




Many American gamers look at Japon with envy, simply because af the variety af titles that are released in the land af the rising sun. As any avid player can tell yau, there is many a good game released in Japan that never sees the light af day stateside. When I first heard about Super Smash Bros., I feared it was gaing ta be ane af thase games. It is cute, stylized and features Nintenda characters duking it aut ta the finish. Needless ta say, I was mare than surprised when the game appeared an the U.S. release list and I had a review capy in my hat little hands. There wauld be na need to import this little gem af a fighting game, because it was already here.

GAMEPLAY

Super Smash Bras. is a fighting game, but it isn't ane that yau've ever played before. Because this is Nintenda (and it stars same af Nintenda's mast well known characters), Super Smash Bras. does things just a little bit differently.



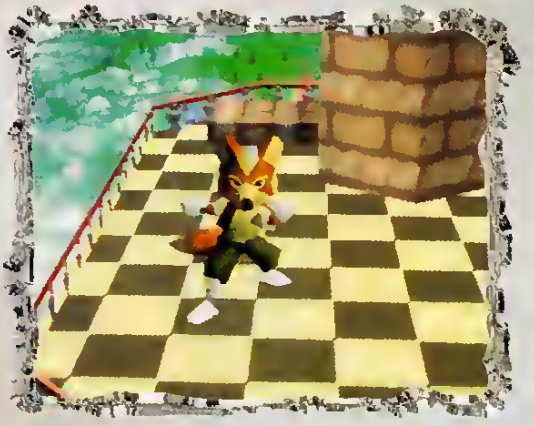


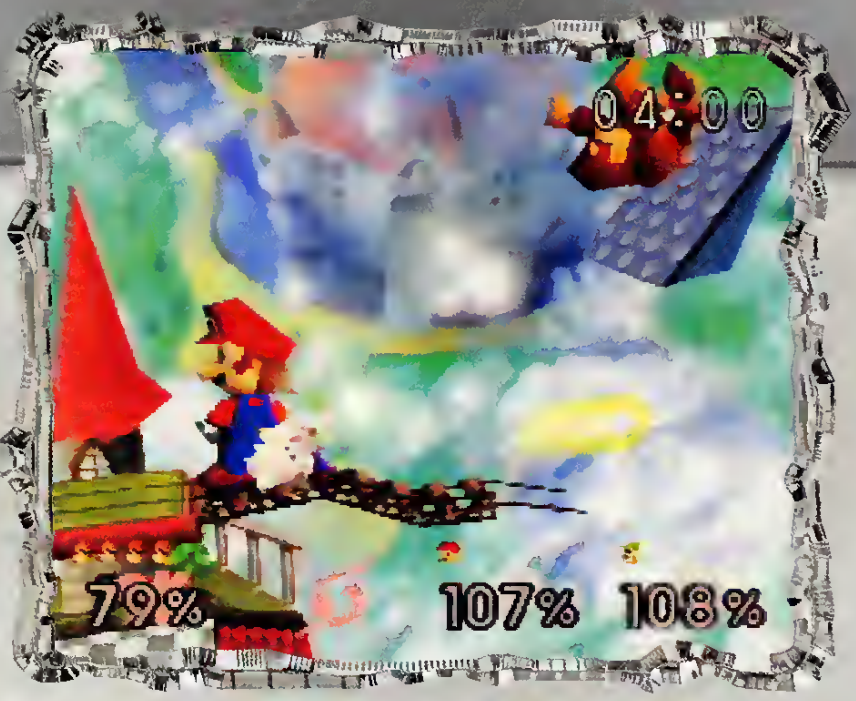
Like any fighting game, the ultimate goal in Super Smash Bras. is ta win. After selecting fram ane af 12 different Nintenda characters (eight are selectable right away and faur are hidden characters), yau are an a warld-tour type quest ta defeat everyane else and claim the champianship. The characters that can be found in the game are Maria, Dankey Kang, Link, Samus, Yashi, Kirby, Fax McCloud and Pikachu. The hidden characters are Luigi, Ness, Capt. Falcan and Jigglypuff.

Each character in the game has a unique set af signature maves that fits with the style and history af the character. Far example, Maria can thraw fireballs and can perform a coin popping uppercut on an opponent. Samus can drop bombs, execute her trademark screw attack, ar fire her hand cannan at her apponent. Donkey Kang is slaw, but powerful and Kirby has the ability to capy his appanent's attacks. While every character













hos different abilities, they are well balonced. No ane character has a distinct advantage.

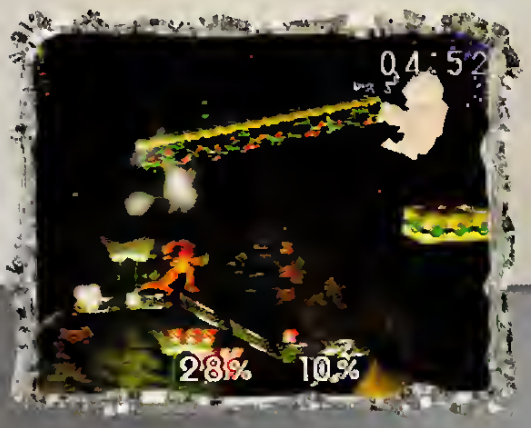
One item worth noting is the simple contral. Whereas many fighting games require yau ta memarize camplex cambos and jaystick busting mavements, every contral in Super Smosh Bras. is a basic mavement. Befare yau stort groaning, realize this is a strength af the game and nat a weakness.

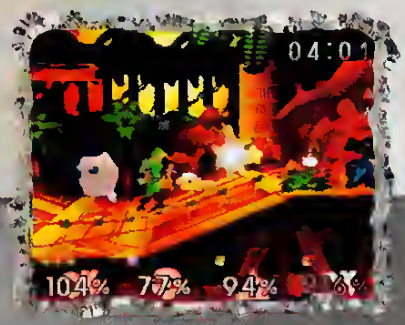
The simple cantrals da nat take away fram the complexity of the game. Rather, they allow the players ta focus mare an the game itself. Yau are na langer worried about executing a "super hyper killer combo" at the right second. If you wont an attack ta happen, you just click in the right direction and it happens. The basic cantrals make it easier far ployers to try new choracters because, even thraugh the characters may handle differently, they all share the same set of cammands.

Anather odvantage ta the simple cantrals is a leveling af the playing field. If yau are one af thase ployers wha cauld never get inta Martal Kambat, Street Fighter, Tekken ar anything else with camplex cantrals, then this is yaur game. It allaws the beginners ta have o decent chance against the pros but, at the same time, the game also pravides a challenge far the fighting game mosters.

Becouse this is a Nintenda fighting game, yau never beat yaur apponent blaady, nar da yau kill them with a finishing move. Instead, the abject af the game is to damage your opponent to weaken them, then fling them off af the stage with o speciol attack. Far a fighting game, Super Smash Bras. is surprisingly tame. It is a nice change from the vialence that seems ta be popular in the genre today.

To ensure that the actian stays fast and furiaus, Nintenda has kept the stoges fairly clase in. Instead af being able to run araund like a spostic 10-year-ald, yau have ta play with a purpose in mind. Wild movements ore likely ta result in you jumping off the stage yourself; nat exactly the way ta win the game. The stages themselves are patterned after the hameworlds af their

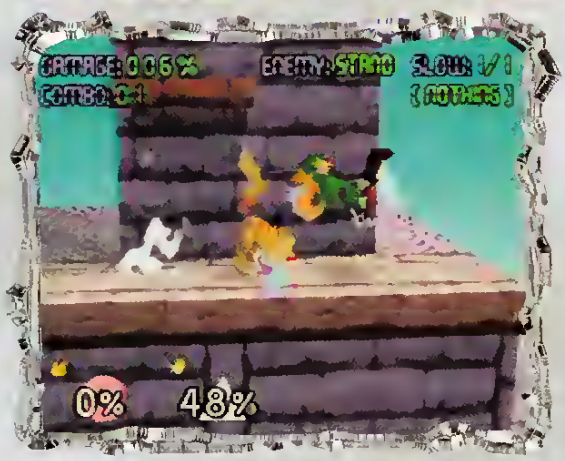






JUDGEMENT 64





inhabitants — Link fights above Hyrule Castle, Pikachu fights on the skyscrapers af Saffran City and Samus fights on the surface of Zebes. In additian, each stage has a few "natural" obstacles to keep the players on guard.

Besides the natural level obstacles, randam power-ups and items will appear on stage from time to time. These can be as simple as a few boxes which can be thrown; as powerful as Mario's Donkey Kong hammer, which will knock almost any opponent off the stage; or as useful as the Fire Flower, which allaws any player to become a walking flame-thrower. There are also power-up items ta reduce damage and make you temporarily invincible. Judicious use af an item can easily turn the tables of battle.

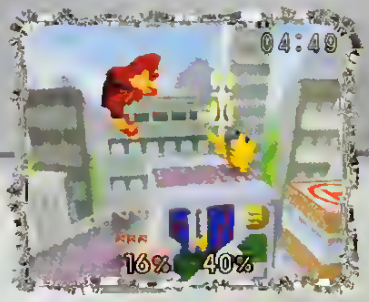


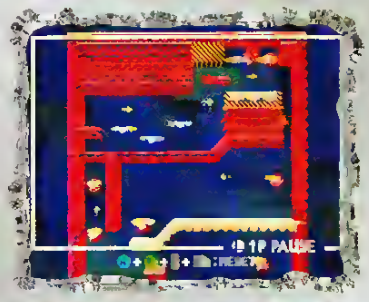
Besides the standard quest mode, Super Smash Bros. also has the expected versus made. The versus mode here, however, is not just limited ta one-on-one. The game will allow up ta faur players at any one time. Yau can be fighting in a free-for-all or going at it in teams. The ability to pair off allows for a unique contest. When you have an ally (as well as two apponents) on the screen, everything changes. This is a great game to pull out at a porty or whenever a large crowd is araund.

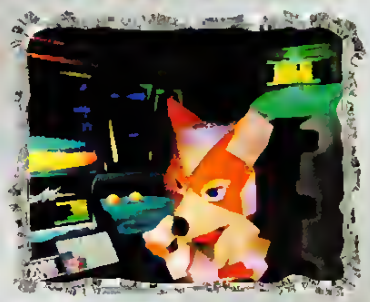
GRAPHICS

Visually, Super Smash Bros. is great. Nintendo has done an excellent job of moving a group of 2D characters into the 3D realm. I was a bit skeptical at first, but the game accurately portrays each and every character. Character design isn't the only shining example though. A lot of work obviausly went inta the level design.

Each level conveys a good sense of the "porent" game, as well as being a challenging fighting arena. For example, when you are fighting Link above Hyrule Castle everything has a "Zelda" look and feel to it. When fighting Yashi an Yoshi's Island, the level has a cute, painted pastel look ta it. If you've played any or all of the original















games, then you will really appreciate the look and feel of the arenas.

SOUND

Most of the music in the game consists of re-mixed tunes from earlier Nintendo titles, but nothing could be more appropriate. The music makes each stage easily recognizable and adds to the character of the game. You don't even need to look at this game to know it is a Nintendo title.

Like the music, the sound effects are also sampled from other games. From loose coins to spinning fireballs, nearly every sound you hear will be familiar if you've played earlier Nintendo games. Like the music, the effects add familiarity and character to the matches.

CONCEPT

While the concept of a fighting game is not new; these things have been around for ages, Nintendo has taken the concept in a whole new direction. With a total lack of bland, basic controls, popular characters and well-balanced play, Nintendo has created a fighting game that will appeal to experts and beginners alike. This is the first fighting game that can be picked up with ease and yet still take a while to master.





SHELF LIFE

This is one of those games that is going to be a popular part of your N64 collection. As a single player game, Super Smash Bros. is challenging and fun. As a multiplayer game, however, it is downright addicting. Good fighting games tend to get better with age, because the more you play the better you get. While it is possible to eventually best the CPU, it is really hard to best a friend who has been playing just as long as you. Because your skill level will increase with practice, the games will only get better.

CONCLUSION

I never thought I would be recommending a Nintendo branded fighting game, but here I am doing just that. Super Smash Bros. is an excellent piece of work that deserves to be played. I only have one question regarding this game and that is; "When do we get to see Super Smash Bros. 2?" I know I'm already awaiting the sequel.

ADAM



THE 64 SCORE

GAMEPLAY	GRAPHICS	SOUND	CONCEPT	SHELF LIFE
9	8	8	9	9

OVERALL SCORE 0 1 2 3 4 5 6 7 8 9 10

Beetle Adventure Racing!

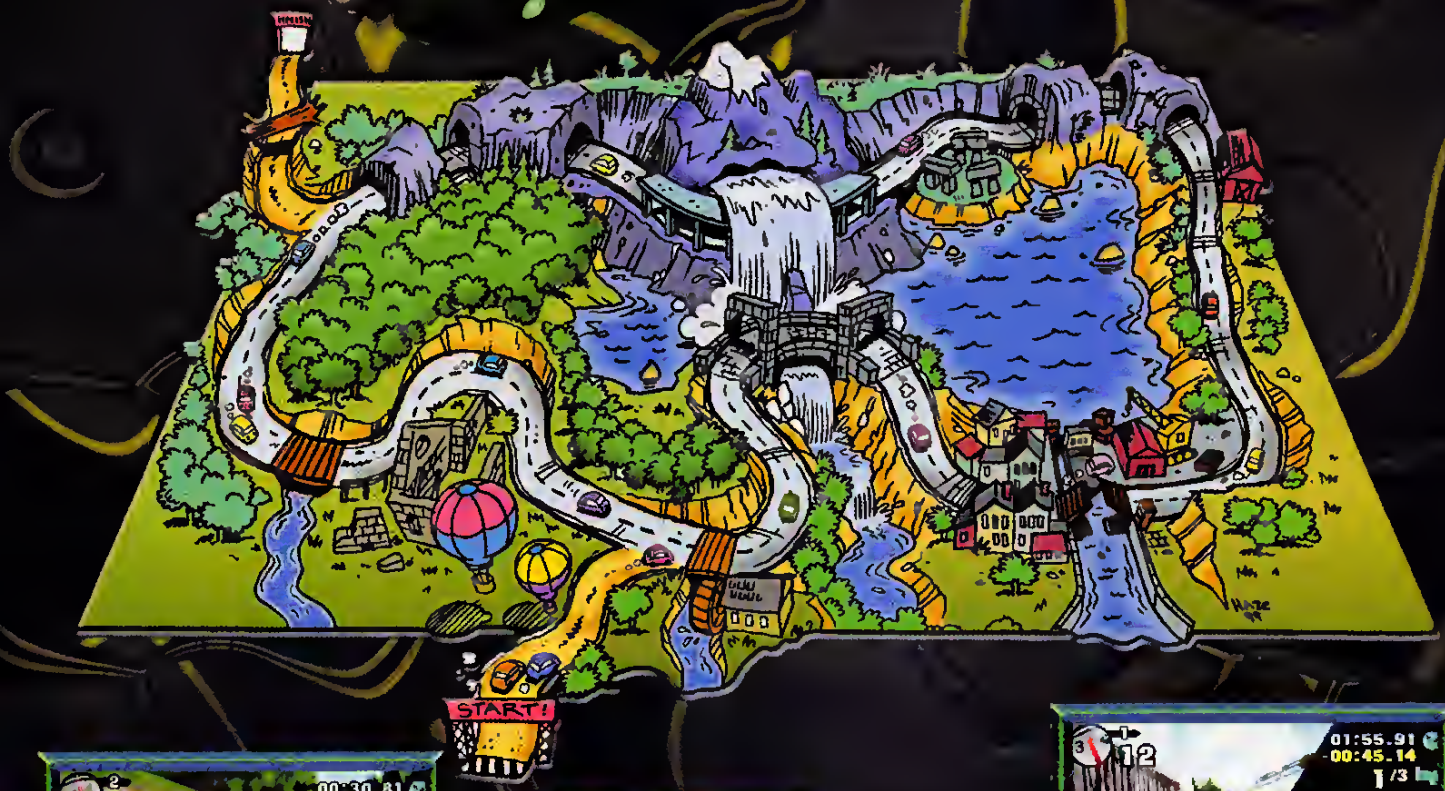


Herbie's Box Bonanza

Beetle Adventure Racing has got to be the biggest N64 surprise this year. With incredible graphics, tons of exploration and great single and multi-player gameplay, it is an incredible addictive and challenging game. This guide has been written to do one thing; get all of the extra tracks, including the beetle battle maps. In order to progress in the Championship mode, you need to finish first in each of the tournaments; Novice, Advanced, Professional and Bonus. You will open up new tracks by beating Novice (Sunset Sands), Advanced (Metro Madness) and Professional (Wicked Woods) and will get new cars as you succeed (including the alien bug that you get when you beat the Professional tournament). In addition, by finding all of the points boxes on a course (each course has 100 points that must be found), you open up additional Beetle Battle courses. If you haven't played four player Beetle Battle, you haven't experienced one of the best parts of the game. The problem is; exploring takes time and time is something you have very little of in Championship mode. If you fall 1:00 minute behind the pack, it is race over. And, if you fall out of the top three spots in a Championship, you will be knocked out of the tournament. So, if you want to open the Beetle Battle courses, you've got to explore VERY quickly. That's where our guide comes in. Over the next few pages, we will give you the absolute shortest and fastest routes for obtaining all 100 points in each of the game's six courses. If you follow our strategies to the letter, you will have plenty of time to take first place AND get the points.

Well, hit the road and have fun... gaming doesn't get much better than the intense action found in Beetle Adventure Racing!

Coventry Cove





The first box is a 2 pointer — just past the water wheel on the right. It is followed in short order by two more 2 pointers on the left side of the main road.



As you pass the waterfall and arrive in town, angle to the left, break the glass at the corner of the alley entrance for a 5 pointer, then head down the alley for three more 2 pointers (running total: 17 points).



There is also a 5 point box waiting for you as you jump across the water and land past the dock on the other side.



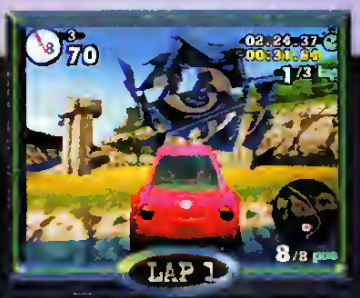
As you cross back onto the main road, follow the train tracks across into the train tunnel. There are two 2 point boxes inside.



Now, head up the hill at full speed and look for the barn on the right hand side of the main road. There is a 2 pointer just behind a haystack in front of the barn door, and a 5 point box inside the barn (running total: 33 points).



As you head out of the barn, you will find a 2 pointer on the right side of the road.



Then, head up the main road and through the tunnel at the top. Take a hard left as you exit the tunnel and hit the concrete ramp. There is a 5 point box at the top of it. Then, drive up the next ramp for a 2 pointer.



Get back on the main road and continue up the hill. You will come to another tunnel. Angle to the left as you exit the tunnel to head up the grass ramp.



This tunnel is filled with goodies; a 2 pointer, a 5 pointer and a 10 pointer (running total: 59 points)!



Back on the main road, you will find a 2 pointer in front of the blue arrow signs on the right. Then, move to the left and cross the wood bridge.



Make sure that you have enough speed as you head up the dirt ramp after the bridge, so that you can snag the 10 pointer that is hanging in the air, and cross the main road and land on the other side.



Among these stone walls, you will immediately find a 2 point box. Then, take a left and you will find two more 2 pointers.



Now, make a U-turn and find this stone tower with a wood door at its base. Crash through it and head up the ramp for a 5 point box (running total: 82 points).



Back on the main road, you will find two 2 point boxes just before the water wheel and the completion of lap 1.



Assuming you've completed lap 1 in the fashion described, you won't find another box until you return to town. Once there, look for the phone booth on the right side and turn down the alley behind it for two 2 pointers (running total: 90 points).



Now, stay on the main road and continue up the hill. When you get past the tunnel where you took the hard left and shot across the concrete ramp in lap 1, look for a boarded up tunnel high on the hill, on the right side of the road.



Head up the ramp and break through the tunnel; there is a 5 point box at the top of the ramp found at the end of the first part of the mine shaft.



Cross the water to find the final 5 point box, giving you all 100 points.

Mount Mayhem





Our first stop will be a 2 point box hovering over an ice ramp located on the right side of the main road, just after the course turns into snow country.



Hit the ramp with enough speed and you will land on the other side. Go through the glass to access a wood corridor and a 5 point box.



Stay off the main road and continue down this path, with red flags on the; left and buildings on the right.



At the end of the path, you will find 2 and 5 point boxes, followed by a huge drop back down to the main road.



Within seconds, you will find two 2 pointers in the snow on the left side of the main road (running total: 18 points).



Then, you will come to a major suspension bridge. Make sure you are driving on the left side of the road.



Why? Because there is a ramp that will launch your Beetle (assuming you're pointed toward the left edge of the bridge) over the hole in the bridge and allow you to land safely on a platform below.



This platform leads to a tunnel featuring an alien spacecraft and a 2, and a 5 and another 2 point box.



Back on the main road, you will find your Beetle on a snow-covered stretch of road, followed by a large open space with an icy surface. Head into this open space and snag the 2 pointer as you crash through the ice-protected tunnel behind it.



The sequence of tunnels that follows features three more 2 point boxes.



The next tunnel is marked by its blue ice crystals, and its two 2 pointers (running total: 39 points)!



Once outside the blue crystal tunnel, you will find a 2 pointer in the snow on the right side of the main road.



Make sure you are moving full speed ahead, as the tunnel just behind the box features two snow covered ramps up to its top level — take the one on the left.



You will not be able to make the jump across the inside of this cavern unless you are traveling 120 mph or better and are angled slightly to the right as you hit the top of the ramp.



After you've made it, a 10 point box is your reward.



At the split between the two tunnels, take the right tunnel — it leads to two 2 point boxes after you cross the bridge.



After you drop out of the snow and back to grass and warmer temperatures, a 2 pointer is on the right side of the main road.



Now, stay to the right and enter the tunnel behind the trees.



As you make your way on the dirt road, you will come to a point where the road slopes up. Hit the ramp at a good rate of speed and launch onto the land mass on the other side of it.



Immediately apply the brakes, then carefully make your way to the 5 point box on the opposite edge of the bluff to finish off lap 1 (running total: 62 points).



As you hit the snow area, navigate your Beetle between the red flags and the buildings, once again. This time, instead of going straight through the run and launching off the edge at the other end, take a right when you are coming toward the edge and smash through the glass (there will be ski gondolas moving overhead).



At the end is a ski ramp that will launch your Beetle over and across the main road. In the luge-like run that follows, you will find two 5 point boxes.



This time around, cross the suspension bridge in a 'normal' fashion (along the right side of the bridge) and head into the area where the main road becomes covered with snow and snow drifts abound. Behind the first one on the right is a 5 point box.



Get back on the main road and head on over the next hill. When you reach the stretch of road with pipes over head, make a U-turn where the short fence on the right ends and head off-road. Snag the 2 and 5 point boxes, then return to the main road (running total: 84 points).



Almost immediately, you will find two 2 point boxes in the snow on the right hand side of the main road.



Now, head through the next two tunnels and drop into the huge cave that we crossed through its upper level in lap 1. At the blue arrows, take the tunnel to the left (following the main road).



Once you're back on the main road, you will come to another suspension bridge. Hit the juice and stay toward the middle, nailing the 5 point box as you get airborne on the other side.



When you get back to the grassy area, look for this dirt road and follow it. It will lead you to a 5 point box, just before you begin lap 3 (running total: 98 points).



In lap 3, we are going to stick to the main road. You will find a 2 pointer on the downhill slope of the road, on the left side, to give you all 100 points — done!

INFERNO ISLE





Begin lap 1 by dipping your right front tire into the water, snagging two 2 pointers.



This is followed by another pair of 2 point boxes along the right side of the main road.



You will come to a dirt path on the right hand side of the main road, with a 2 pointer on the left hand side. Snag the deuce, then head up the dirt path.



You will find one 2 pointer along the path, followed by a nice wood ramp to a 10 point box and a quick crash through a Deliverance-style cabin.



The dirt path will end with a 2 pointer as you break through a stone wall (running total: 24 points).



You will arrive in a small town. At your first opportunity, take a right down this side street.



Head down this road for two 2 point boxes.



Then, cross the main road and snag two more 2 pointers.



Follow the road signs back on the main road. You will find another 2 pointer as you make your way down the hill.



At the water, veer left and take off down the dock. There is a 2 point box on the dock before you hit the ramp.



Then, snag the 5 point box hovering over the next ramp. Use the nitro box to get the speed to clear the next ramp and get back onto the main road (running total: 41 points).



Follow the main road into the skull's mouth. Once inside, stay to the path until you see this fork in the road, marked by a short fence. Head to the left and claim the 5 point box.



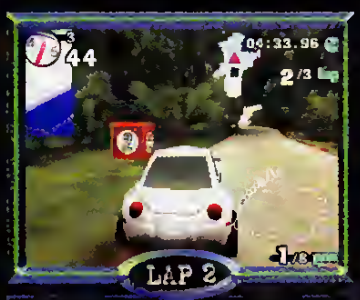
Next, you will come to a 2 pointer before the next fork in the road. Take the left path and get the 10 pointer, then exit the cave.



Back on the main road, just as you begin to see the ocean, you can find a 5 point box behind a blue arrow sign.



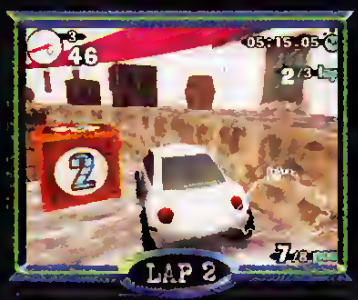
Get back on the main road and stay on it. After the hotel, you will come to a wood bridge that is damaged. You can choose to jump over it or drop below to find another path. For lap 1, we'll jump the bridge and stay on the main road. When you get to what looks like a stone fort on the left side of the road, jump the short wall to access the wood path. There is a 5 point box at the end of it, as you complete lap 1 (running total: 68 points).



Stay on the main road. Just past the T-Rex are two 2 point boxes along the left side of the road, just before you get into town.



As you arrive in town, stay to the left and crash through these barrels on the upper platform. You will find a 2 point and a 5 point box along this path.



Drop back down to the main road and continue. As you head down the hill, you will find a 2 pointer along the right hand wall.



This time around the track, pass on the wood dock and stay on the main road. Just past the elevated train tracks, you will find a dirt path, on the right side of the main road.



Take the path and you will find a 5 point box at the top of the first ramp you come to.



In this area, you will jump from volcano opening to volcano opening. Once inside, you will find your Beetle on the upper path of the skull head cave. In short order, you will find a hovering 5 point box and a 2 pointer on the path just beyond it (running total: 93 points).



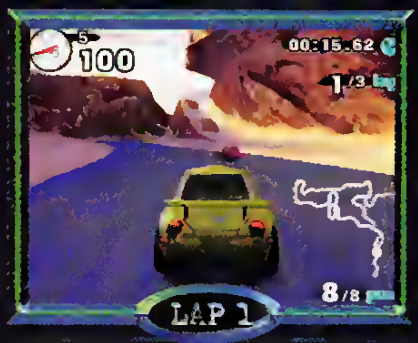
Once you exit the cave, stay on the main road until you get to the wood bridge where you had the choice in lap 1. This time, drop through it.



You will find your Beetle on a path that features firing canons and both 2 and 5 point boxes — 100 points and another Beetle Battle course unlocked... sweet!

SUNSET SANDS





We begin lap 1 by heading down the main road, through a couple of turns, then head up this sand covered ramp on the right side of the road. There is a 10 point box hanging in the air on the left side.



Return to the main road and jump the ramp. When you see these two obelisks framing the road, take a left between sand drifts.



There are two 2 pointers on this path, followed by a small jump.



The next jump will reward you with a 2 point box and launch your Beetle over a fence and into a building.



Drive down its stone ramps, smashing the 2 pointer as you drop down to the main floor.



Before continuing on to the dark brown area (with the torches), take a quick left in front of its opening. There are two 2 pointers on this path.



Turn around and head into the brown area. Follow the blue arrows indicating a right turn, then, in the next area, hit the nitro box and head straight up the ramp. There is a 5 point box hanging in the air above the ramp (running total: 27 points).



This is quickly followed by another 5 pointer as you fly back outside.



If you stay on this elevated path, you will come to a red disk with a sign behind it. The sign reads, "Good things come to those that wait!" — excellent advice. Get all four wheels of your Beetle in this red area and wait for a few seconds.



The red disk is actually an elevator that will take you down to a secret area. This area features one 5 point box at its beginning, and another 5 pointer at the end.



Back on the main road; follow the road until it breaks at this sand covered ramp.



Go up the ramp and snag two 2 point boxes before driving underneath the covered walkway on the left side of the path (running total: 46 points).



You will drive through a series of tunnels and get back outside, on the main road. Just before you come to a stone overpass and arch, a sand-covered path appears to your right. Take it.



Maintain full speed, first nailing the 2 point and 5 point boxes that appear, then putting the snag on the 10 pointer — on the right side of the ramp, hanging in the air.



You must be traveling at a good clip to clear the jump and land safely on the upper path across the chasm. There is a 5 point box on the other side, just before you begin lap 2 (running total: 68 points).



In lap 2, stay on the main road until you get to the room where you hit the nitro box to jet up the ramp in the middle of the room. This time, do not take the ramp. Instead, stay on the main level and take either the right or left path around the center of the room.



Once outside, look for the boarded-up mine shaft on the left side of the main road and bust through. When you exit at the other side of the shaft, you will find a 2 pointer and a 5 pointer.



Rejoin the main road and carry on. You will eventually pass the left side sand-covered ramp that you took in lap 1. This time around, ignore it. Instead, stay to the left and get ready to ride this ramp on the right side of the main road; there is a 5 point box hanging in the air at the top (running total: 80 points).



Follow the road signs and stay on the main road. Just before you begin lap 3, you will find four 2 point boxes next to some blue arrow signs on the left side of the road.



Stay on the main road. After you pass the mine shaft, you will come to a small village. Take the dirt path to the right as you arrive in the hamlet. There is a 2 pointer and a 5 pointer on the path.



Follow the signs and get back on the main road. Eventually, you will come to an indoor area with three torches high on the left wall. On the right side are some columns holding up an overhead structure. Drive up the small ramp in front of this structure to hit the final box, a 5 pointer, hanging in the air.

METRO MADNESS





The key to success in Metro Madness is found in successfully navigating the passage between these concrete dividers. If you hit either one of them (as you are going for the 2 point box), it will slow your Beetle down and you will not be able to make the jump ahead. Make sure you angle slightly to the left to snag the 5 pointer as you leap the chasm.



After you exit the tunnel on the other side of the chasm, take a left at the chain link fence and follow it. There is a 2 point box up ahead.



At the end of the chain link, take a right and look for the parking garage on the right side of the street. There are four 2 pointers between the gas pumps, but leave them for lap 2. For now, head straight ahead and to the left of the right arrow sign.



Break through the windows on the building on your left and head up the ramp.



In the upper area, you will find yourself in a train terminal with two 2 point boxes (running total: 13 points).



Drop down onto the train tracks and race the speeding locomotive. Hit the nitro boxes for fun and make sure that you don't miss the 5 point box near the end of the run, just after the left tunnel entrance.



Drop out of the train tunnel and head right for the blue right arrow sign staring you in the face. At the sign, take a right.



We are going to launch over the fountain...



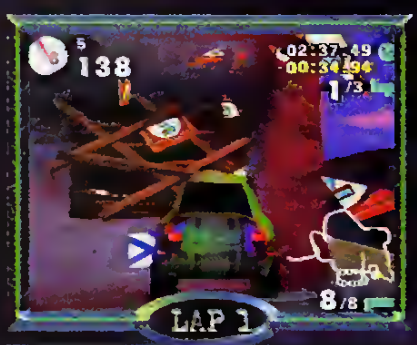
and crash through the windows above, landing on an upper floor of the hotel. You will find a 2 point and a 5 point box up here. Before you crash through the window at the end of the hall, to the culvert below (running total: 25 points).



While in the culvert, look for the red light on the left side. Go through the hole in the concrete fence, under the light, and head down the path.



You will find a 2 pointer just ahead.



Now, keep up your speed as you head through this culvert and snag the 2 pointer as you fly through the opening and bust through the boarded up hole across the way.



This warehouse is on fire — but so are you! Snag that 5 point bad boy! (running total: 34 points)



After you bust through the end of this hot house, you will drop into an area with a bunch of steel columns and beams. Drive to the end of it and run into the 5 point box before dropping back onto the main road — just before the tunnel.



Now, for a fun trick. Speed up as you head through the tunnel and angle to the right. At the end of the tunnel is a little lip that will loft your Beetle onto the retaining wall on the right side. Make sure you keep pushing the analog stick to the right so your car will stay on the wall. There is a 10 point box ahead.



After you go past the next couple of turns, you will come to a warehouse area with ramps on both sides of the road. For lap 1, take the left ramp.



Up here, you will find a 2 pointer, followed by another 2 pointer as you drop to the next platform. After snagging it, drop to the main road (running total: 53 points).



After the next turn, keep an eye out for the parking garage on the left side of the road and bust through the windows.



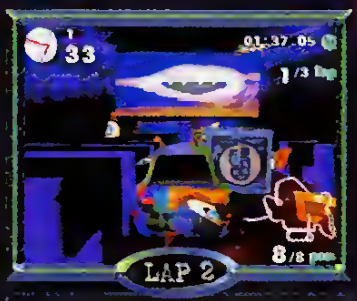
This garage features three levels and a 2 pointer just as you fly through the opening at the end of level 3 — busting through a skylight into the next warehouse and beginning lap 2... cool!



In this lap, we will follow the main road until we get to the gas pumps with the four 2 point boxes that we mentioned early-on in lap 1 (running total: 63 points).



After the pumps, take a right and continue down the main road, until you get to the road signs with a theater behind them (it looks like a dead-end).



Go between the signs, then break through the theater entrance. There are 2 point, 5 point and 10 point boxes just before the movie screen. Bust through the screen and back onto the road (running total: 80 points).



Now, follow the road signs until you get to the area with the blue hotel that we drove through in lap 1. This time, don't fly over the fountain. Instead, drive behind it and enter the hotel casino via the red carpet covered steps. There is a 5 point box at the end of the casino, just before you break through the glass and drop into the concrete culvert.



Go through the culvert again (don't bother with the red light path) and keep driving — all the way to the warehouse area with the two ramps that we came to near the end of lap 1.



This time, take the right ramp to find two 2 point boxes (running total: 89 points). Now, stay on the main road and begin lap 3.



There are no additional boxes to find until you reach this coffee sign on the left side of the main road, in the downtown area.



Take a left down this street for two 2 point boxes in front of this building on the corner.

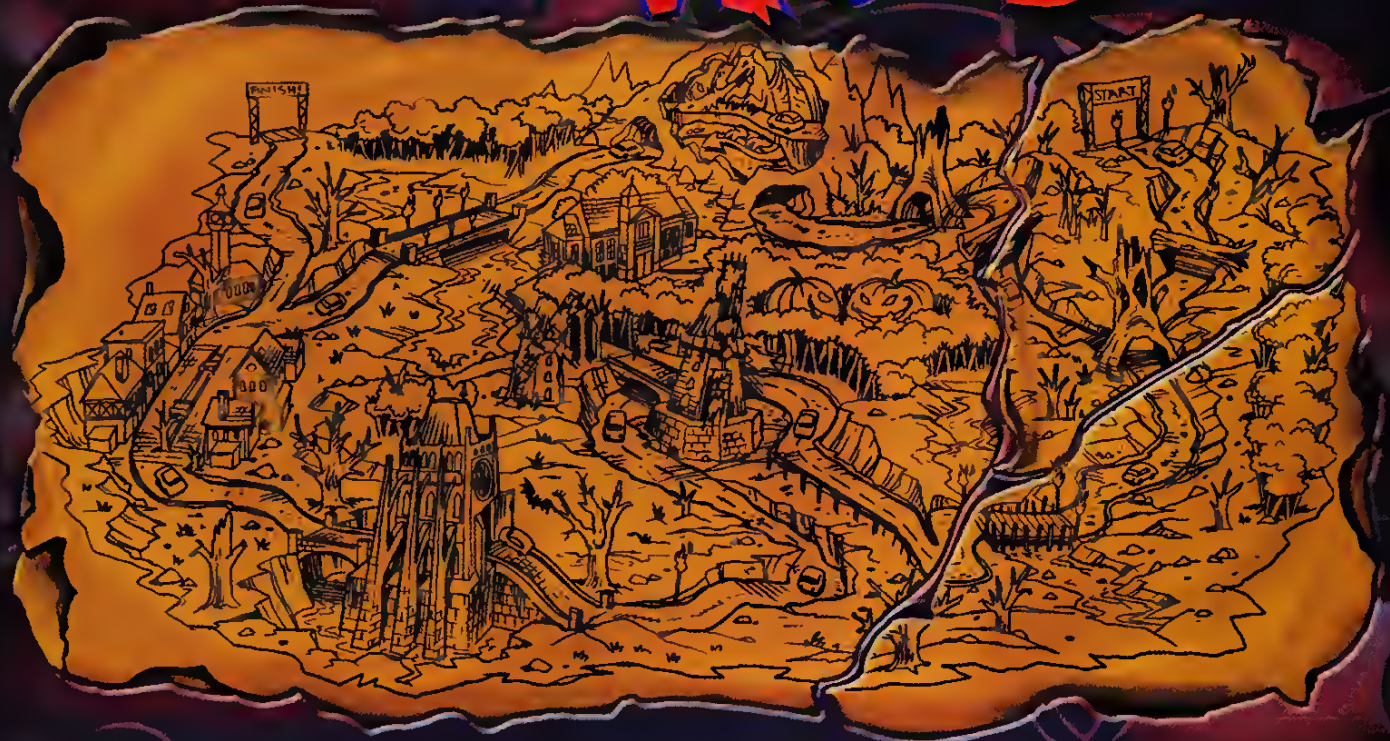


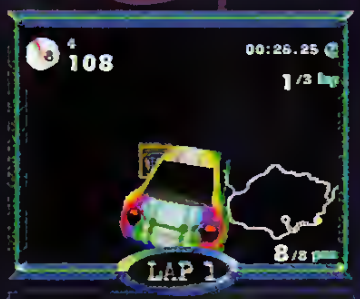
After snagging them, follow the road signs until you see this steep ramp, in front of a casino on the left side of the road.



Hit the accelerator and snag the 2 point box at the top of the ramp. If you have enough juice, you will land safely on the overhang in front of the 'Roman Palace' sign. Continue around the corner to nail the final (5 point) box as you drop to the street below. That's it! You've got all 100 points and can finish the race.

Wicked Woods





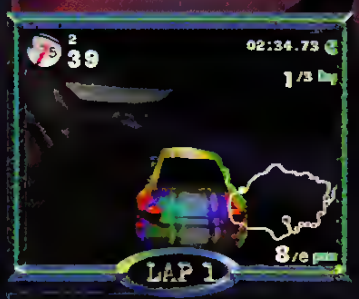
Start by securing the 10 point box at the top of the hollowed out tree. You will have to hit the gas and make a run off-road just after the log overpass. Hit the ramp and angle to the right to make it into the hole.



The next points are to be found at the cathedral. In this first lap, shoot down the gully and hit the nitro box to launch your Beetle straight up toward the huge glass window at the top of the tower. Break in to nail the 10 point box inside. You only have one shot at it, as you can't make the jump without the nitro box. Break through either the right or left window at the end of this room and drop down to the main road below.



The next points can be found in town, as the road breaks off into two paths, angle behind the trees in the middle and drop down to the culvert below. There are a 2 point and a S point box down here (for a running total of 27 points).



Just after you head up out of the culvert and out of town, take the path to the left.



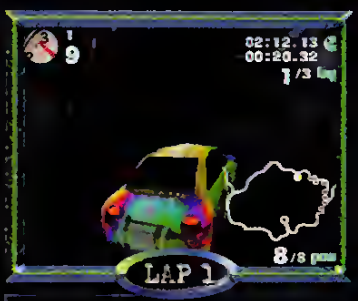
Run into the Nitro box, then angle to hit the 10 pointer as you leap off of the cliff.



Now, get back on the main road and head toward the haunted house. Here, you can choose to either head through the house, or through the tunnel on the right.



For lap 1, let's head through the house. Break through the doors and head up the right staircase. Slow down at the top and drop off the right side. There is a 10 point box here (running total: 47 points).



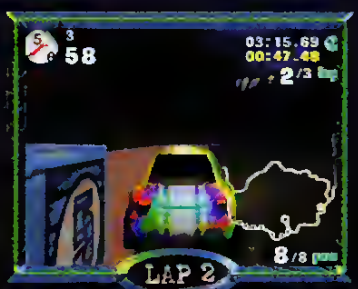
Now, break through the windows at the back of the house and drop to the road below. Immediately, to the right and behind some trees, is a hidden tunnel.



Go through the tunnel to find a 10 point box protected by a fire-breathing dragon.



When you exit the tunnel, be prepared to follow the rock wall on your right, hitting the 5 point box (running total: 62 points) and maintaining your speed so that you can clear the road to the dirt path on the other side. This begins lap 2.



You will find two 2 point boxes on the dirt path, followed by a jump (make sure you are traveling at a decent speed) across the main road. Next is a 5 point box on the hollowed-out log bridge (running total: 71 points).



Now, for a trip through Fantasyland. Although it looks really cool in this area, there are no boxes to worry about.



But, once you head through the windmill, you will need to angle to the right to land in the next area.



This flat rock surface offers seven 2 point boxes, for a total of 14 points, before it joins up with the main road, just before the cathedral (running total: 85 points).



The next points are to be found at the cathedral. In this second lap, simply follow the main path through the door and ease off the gas as you launch through the air — securing the 5 pointer.



In this lap, don't bother with the culvert in town, simply drive the main road. same thing goes for that left path that we took after town in lap 1 — stay on the main road. To the right, just after the stone bridge that you will cross by staying on the main road, is a tunnel.



It is a small shortcut that will lead you to the next tunnel — the one that we passed by to the right of the haunted mansion in lap 1.



This leads to a dungeon area, complete with moaning prisoners — and five 2 point boxes, for a total of 10 points. That's it... you should have all 100 points! Now, hit the gas and concentrate on finishing in first place.

Disney • PIXAR

a bug's life

THE WALK-THROUGH

ANTHILL — LEVEL 1



We begin by heading toward the short cliff wall on our right. Activate the seed, changing it into a mushroom, and jump up to the next level.



Now, head toward the big leaf and climb onto it. Jump up to get the 'L'.



Return to the start area and head through the gap in the rocks, marked by the Dewdrop Telescope.



On the right side, at the root of the big tree, is the letter 'F' — on top of a white mushroom.



To the left of the mushroom is a health/bomb producing seed. Throw it to destroy it, then pickup the fresh seed and place it next to the cliff wall. Jump up and over.



At the top is the letter 'I' — under a small tree root tucked in the back right corner of the area.





Return to the white mushroom area and butt bounce the Armor Plated Beetle guarding the fence opening and head into the next area. Nail the next Beetle and proceed into the next area.



On the left side, in the far corner is a seed that is producing health leaves and bombs. Pick it up, throw it to destroy it, then pickup the new seed and drop it near the cliff wall. Change it into a mushroom and bounce up and over.



You will land in front of a rock. The rock has the letter 'K' resting on top of it. You've got all four and qualify for the level's Silver Challenge... congratulations!

TUNNELS — LEVEL 2



Things start to get a little more difficult in the Tunnels. There are a number of gates that will only open once you have acquired enough grain. So, what we will do is head straight down the main corridor and collect all of the grain that we can. Then, instead of heading through the level exit at the end, we will work our way back and investigate the areas behind the gates.



At the midway point along the main path, Flik will come to an open area with deep crevices in the floor. You will have to pickup and throw the mushroom seed across the room if you want to get the Super Berry hanging in the air. (Although there is already a seed under it, you need two; one for a mushroom and one for a leaf.)



Now, turn one of the seeds into a Super Berry producer and collect the berry. You will be well-armed for the battles ahead.



You will need them. Almost immediately, Grasshoppers will begin appearing and the red berries won't work on them.



By the time you work your way past the 'hoppers and reach the level exit, you will have acquired 32 grain; enough to open any of the gates. Let's work our way back and find F-L-I-K.



The first gate is a 30-grainer on the left. It features the letter 'K' at its dead-end.



Head back out to the main tunnel and continue back toward the beginning of the level. The next gate is a 10-grainer on the right side. It only has grain, so we needn't bother.



The next gate is a 30-grainer on the left side. It features the letter 'I' at its end.



Back in the main tunnel, continue toward the level start. The next gate will require 20 grain, on the right side of the tunnel, with the letter 'L' behind it... thank you very much!



At this point, you will arrive back at the midway point — with all of the deep crevices in the floor. Continue toward the start point and you will come to a 20 grain gate on the left.

COUNCIL CHAMBER – LEVEL 3



Once you start heading down this tunnel, you will come to a 10 grain gate on the left — ignore it and keep going straight.



Eventually you will come to another 10 grainer on the right. The letter 'F' is behind it. Head back out, take a right and go to the main tunnel and find the level exit — we're out of here!



This is the game's first boss level. All four letters are in the open arena — ripe for the picking. The only catch is that you have to grab them before you finish beating up Thumper. Begin by jumping on the stationary seed and ride the wind to the Super Berry (you have to get it to defeat Thumper).



Next, toss the movable seed under the letter 'I' and nab it and do the same for the letter 'L'.



'K' is resting along the right side of the room, on top of a small group of neon mushrooms.



'F' is floating atop Thumper's pad, under the giant mushroom. You are going to have to be quick in getting the seed under it, as Thumper will be on your tail.



Beat Thumper and complete the level... that wasn't so hard, was it?

CLIFFSIDE – LEVEL 4



The main part of this level consists of a dandelion flight. Before we begin that, we must snag the letter 'F'. In order to do this, Flik will need to turn the two changeable seeds into Propeller Plants.



Then, you must activate the stationary Dandelion Plant and snag a Dandelion.



Ride it to the right and catch the air from the first Propeller Plant (next to the rock).



Ride it until you can aim Flik toward the next Propeller Plant (close to the 'F') and swing the camera behind him.



Then, take off and go right toward the second propeller plant. Do not hesitate as you go through its current. If you do, you will not have the height needed to grab the 'F'.



Now, snag another Dandelion and float off of the cliff.



Catch air form the Propeller Plants that rest on the canyon floor.



Between the fifth and sixth PP is the letter 'L'.



Ride to the canyon floor and get off at the thorn vine.



On the right side is the letter 'I', hanging in the air. Snag one of the PP's and chuck it. Take the regenerated seed and place it under the 'I'. Fly up to snag it.



Now, find the letter 'K' across the chasm in the canyon floor.



Pickup that PP seed and put it at the edge of the cliff. Turn it into a Dandelion Plant and fly over to grab the 'K'.



Now, drop into the hole and make your way to the level exit.

RIVERBED CANYON – LEVEL 5



Things start getting a little trickier in the canyon. Make sure to pay attention to the different colored checkpoints, as we will refer back to them as you move back and forth through the level, looking for seeds and power-ups. Begin by snagging the nearest movable seed and returning to this start area. The letter 'F' is right behind where Flik enters the level.



Now, return to the first 'T' intersection and take a left. Grab the seed along the way and use it to vault over the wall at the end of the path, to the next area.



The next 'T' intersection is marked by a checkpoint. Run over it to release its red smoke. Then, take the path to the left. Remember this checkpoint... we will need to come back to it (to get the 'L') later.



You will arrive at an open area with a large, ramped plateau in the center of it. While the top of this path features the 'L' hanging in mid-air, it is too high for Flik to reach at this point in time. We do, however, need the green power-up on the ramp. Snag it and return to the red checkpoint.



Cross the intersection, then snag the first seed you come across. Use it to nab the green power-up hanging in the air.



Pick up the seed and use it, in combination with the seed already present, at the high wall that you come to. at the end of this (right) path.



Next, we will come to the green checkpoint, with a high wall on the left (and a seed). Continue working your way around this path and you will come to an open area with a large, ramped plateau in the middle of it. Snag the green power-up hanging over the Beetle's head.



You should now be able to make a tall enough green plant to get the 'L'. Go back to the red checkpoint, to the original plateau area (picking up a seed along the way), and plant the seed at the top — creating a tall green plant to snag the elusive letter.



Now, return to the green checkpoint and activate the seed to get up and over the wall.



Continue on and you will arrive at the blue checkpoint.



Continue forward, past the blue checkpoint and jump over the left side of the short wall, dead-ahead.



You will pass the grain harvester as you head toward the third open area plateau. It features the letter 'I' hovering above it But, we must be content to simply pickup the green power-up — it's too high to reach.



Now, head around the corner and find the yellow checkpoint. Just beyond it is a high wall with the letter 'K' above it and a seed in front of it. Use your fully powered-up green seed to get up and over and snag the 'K'.

BIRDNEST — LEVEL 6



In the next area, you will find the end of level exit and a yellow power-up floating in the air (you can now make a Propeller Plant)... we need it. Use the green plant to snag it, then return to the 'I' plateau (make sure to take two seeds with you)



Now, create a Propeller Plant and launch the second seed up to the top of the plateau. Use this seed to snag the letter 'I', then hit the level exit.



In order for Flik to get to the top plateau in this area, he must negotiate a number of ramps and jump off the edges to the following ramps. To do this, he must first collect all of the blue power-ups on the ground level, then find the seed and change it blue.



The new plant will generate a Super Jump icon. Pick it up and your jumps will be higher and longer.



Now, find the lowest ramp and begin the climb. After the first ramp jump, you will find a mosquito protecting a small alcove in the cliff wall. he is guarding the letter 'L'.



When you see the next alcove mosquito, swing the camera around and find the letter 'F' in the gap between ramps. Drop down to snag it, then get back on the ramps and work your way back to this point.

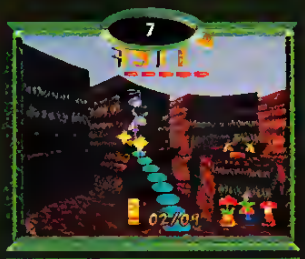


The next mosquito is protecting a Super Berry. The fourth one stands watch over the letter 'I'.

CITY ENTRANCE — LEVEL 7



Now, we're going to make use of that Super Jump. The bird should be shootable at this point, but don't nail him until you get the letter 'K', as scaring him will end the level and you won't get your silver coin. Instead, swing the camera around and spy the 'K'. Two Super Jumps and you'll have the 'K.



To drive Birdy away; simply collect all of the yellow icons and jump to the upper plateau with the seed on it.



If you have all of the gold, you will be able to activate a gun that shoots berries straight up. This will bring the bird down toward you, and you can use the gold berries to quickly finish him off.



This part of the city is marked by a number of zones; each with its own checkpoint. In this first zone, you must collect all of the green power-ups to be able to climb on top of the garbage and get past the poisonous green goo that separates Flik from the next area.



In order to get all four green power-ups, you will need to locate the only movable seed in this area and position it as required to reach higher locations. The seed can be found inside the green glass bottle.



Once you have all of the green power-ups, hit the red checkpoint and follow the arrow signs to a box with two red stripes on the side (make sure you carry the movable seed with you). Use the green plant to climb up to the top of the box.



From this box, run and jump to the box with a drawing of a martini glass on its top. From here, drop in front of the 10 grain gate. If you haven't yet discovered it, the enemies will drop grain when you kill them (only the first time), so take care of them if you're short on grain



After opening the gate, you will trip the purple checkpoint and enter the second area of the level. Locate the movable seed in this area, next to the poisonous green stuff that protects the entrance to the next area.



Now, carry the seed over to the corner that is the home of the letter 'F' and take care of business.



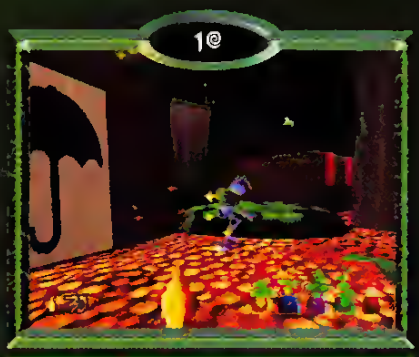
Follow the arrow signs and carefully negotiate the poisonous green stuff. There is a yellow checkpoint on the other side of it.



Once again, snag the seed and carry it across the next area with green poison on the ground. Right in front of the 20 grain gates is the letter 'L'.



Go through the 20 gate (taking the seed with you) and hit the blue checkpoint. Just past the checkpoint, in an open area, you will find the letter 'I'. Use the seed and snag it.



Now, make yourself a little invincibility soup and cross the green stuff into the next area.

CITY SQUARE — LEVEL 8



The City Square can be a confusing place. There are a number of checkpoints and Flik must find his different circus buddies to beat the level. Getting the F-L-I-K letters is also on the difficult side, as Flik must first gather all of the blue power-ups in order to get the plant to produce the Super Jump. Once Flik has the SJ ability, just pay attention to the checkpoints and the road signs that tell you where his buddies are. Remember: none of the seeds are movable on this level, so the Super Jump is an absolute must.



Follow the arrows to the 30 grain gate and go through, taking a seed with you. On the other side, you will find your buddies, but not before you nab the letter 'K'.



Begin by collecting the green and blue power-ups that are immediately in front of you as you start the level. A couple of them are resting on the tops of tin cans.



Just past the red checkpoint is another blue powerup.



Look for playing cards. They are usually ramps up to the tops of boxes and cans... they also lead to blue power-ups.



The letter 'F' is on top of a tin can, next to the green checkpoint.



The letter 'L' is also by the green checkpoint, floating high above a box.



The letter 'I' is atop an umbrella box, around the corner from the purple checkpoint.



Finally, the letter 'K' can be found next to the red checkpoint, between two boxes.

BUG BAR — LEVEL 9



In the Bug Bar, you must defeat the second boss, Thud. Before beating him, however, there is a little business we need to take care of.



The F-L-I-K letters can be had by making use of the blue rubber ball. Follow the ball as it you push it across the tin can and time your jumps to snag the letters.



Every time you hit Thud, he will release grain and health leaves. If you are taking damage from the floating garbage, simply hit him and get your health back up.

CLOVER FOREST — LEVEL 10



Defeat Thud and it's on to level 10!



The goal in this level is to find the five parts that complete the mechanical bird. In order to get the F-L-I-K letters, you are going to need to grow the mushroom plant into a canon launcher. So, we must begin by snagging all of the yellow power-ups.



Next to the green checkpoint is an imbedded seed that turns into a propeller plant. Ride it up to the next plateau.



When you arrive here, one of the strangest things in the game occurs; there is no seed to allow you to get up to the next plateau, nor do you have the ability to throw one up here. What do you do? Double jump up the wall and bounce on the beetle to snag the yellow power-up. A glitch? We may never know!



Now, over by the blue checkpoint is a cliff wall with a rock next to it (to the right of the plateau that has the harvester sitting atop of it). You should now have a propeller plant available to you. Throw a seed onto the rock and then use the propeller plant to fly to the highest plateau, between the harvester plateau and the one directly above the rock.



To get the last yellow power-up and create the cannon, find the green checkpoint. Once you've located it, look around and find the yellow power-up floating in the sky above the level start.



Now, go toward the huge plateau in the center of this upper area and snag a seed.



Bring it back to the edge of the cliff, next to the yellow power-up. Create a dandelion and ride it to snag the token. You now have the ability to change seeds into cannons and launch Flik high into the air.



To the letters; the 'F' is at the beginning of the level.



The 'L' is up on the plateau where you had to do the funky wall jumping thing (you'll have to shoot up to it from below).



Remember that highest plateau, next to the harvester by the blue checkpoint? It is where you'll find the letter 'I'.



The 'K' is next to the blue checkpoint, above a rock.



Now, return to the giant plateau, snag a seed and use the cannon. Drop the seed right next to the plateau and it will shoot you up to the most elusive of the five bird pieces and, assuming you found the other four, the level's end.

THE TREE – LEVEL 11



In this level, Flik must make his way up and around the large tree and find five Blueberry Scouts. These scouts are located on tree branches that run perpendicular to the tree's trunk. Let's get started. The ramp up at the base of the tree is located next to the blue checkpoint.



The first scout is on a branch just after you swing across the first vine you come to.



The second scout and the letter 'F' are on the next big branch.



The letter 'I' is on a branch next to the Super Berry floating in the air. You will find scout #3 here, as well.



Scout #4 can be found just after the next spider web.



Just after you swing on the next web, stop and look below for a low hanging branch. Drop down to it (line yourself up on the leaf) to find the letter 'L', then work your way back to this point.

BATTLE ARENA – LEVEL 12



The Battle Arena is the third boss level and, like the first two, the F-L-I-K letters are all hanging in the sky and are easily accessible. Of course, Molt is hot on your tail, so you are going to have to deal with him at the same time you are moving seeds.



As you approach the back-to-back green vines, drop off into the recess at the first one, then line Flik up with the tree branch way below. The letter 'K' is on this thin branch. Return to this point.



It's two more vines to the last of the Blueberry Scouts and the end of the level.



The first order of business is to collect power-ups. You need to produce a Super Berry as soon as possible. Red berries don't work on Molt and your friends, thinking they are helping, are chucking red berries at you. every time a red berry hits Flik, he will lose his powered-up berry and have to generate another one.



Keep Molt at bay while you move your seed around and collect the letters. All four of them are in this central arena area.

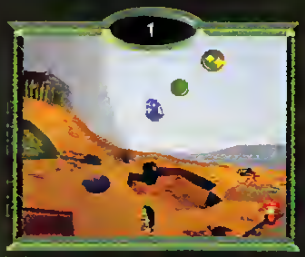


A good strategy is to quickly move under a letter, drop the seed, run away, take a couple of shots at Molt, then return to the seed to collect the letter.

ANTHILL, PART 2 – LEVEL 13



As with the other bosses, make sure you collect all the letters BEFORE defeating Molt. Once you beat him, the level is over and you're out to the save game screen.



The key to this level is to create a berry shooting plant, as Flik only has the ability to chuck red berries on this level, and grasshoppers are not affected by red berries. In order to make this plant, you must first collect enough green power-ups to grow a vine capable of reaching them.



Once you've collected the purple power-up that creates the Berry Shooter, find the blue checkpoint and change the fixed seed next to it to a Berry Shooter. It will shoot down a grasshopper that is carrying a seed. This seed is moveable and you can use it to snag the letter 'F' — also in this area.



Now, take the seed and head up the hill. Plant it under the letter 'L' and snag it.



The letter 'I' is right next to the red checkpoint, with a grasshopper guarding it (the Berry Shooter should take care of him).



Finally, you'll find the letter 'K' close to the green checkpoint.



We have a few things to do before we rescue Atta and beat the level. We must first find the big rock on the cliff. This is where Hopper is flying around with Atta. There is a power-up that we need (make sure you take the seed with you). It will allow you to create a Super Jump.



Now, take the seed and head over to the blue checkpoint. To the left of the checkpoint is a short cliff wall that Flik can easily jump up on. There is another seed carrying grasshopper up there. Get up on the rock and use the Super Jump to snag the yellow power-up.



Now, you'll have a Propeller Plant available to you. You'll also notice that none of your Berry Shooters can bring down this second flying grasshopper and get his seed. Here's what to do; make a Propeller Plant along the short cliff wall, then throw your moveable seed up into its draft. The PP will launch it up to the level with the rock and the seed carrying grasshopper.



Now, turn that seed into a Berry Shooter and take the second moveable seed when he drops it.



OK, now we are going to take both seeds over to the area by the purple checkpoint. There are two yellow power-ups that we need to get Atta back.



Use the Propeller/seed method to launch a seed up onto the large leaf that sports the first of the two yellow power-ups floating above it.



Use the same technique right next to the purple checkpoint, at the big tree root and snag the second (if you need to — you may already have collected enough yellow power-ups to create the Homing Berry Canon).



Now, you have the ability to create a plant that spews Homing Berries. Take a seed up to the rock where Hopper is holding Atta captive and let the berries fly — level 13 complete!

RIVERBED FLIGHT — LEVEL 14



This level is a quicky and there isn't a whole lot of strategy to it. Flik and Atta are trying to escape from Hopper. Atta is carrying Flik as she tries to fly away from the bad guy. All of the grain is lying on the ground.



And the F-L-i-K letters are in the air.



By repeatedly hitting the 'A' button, You will make Atta gain altitude, but she will slow down.



There are a number of branching paths before you get to the end of level. Take all of them to snag the four letters.



The trick to all of this is shooting berries at low flying and ground-based enemies, slowing down when you need to and, at the same time, avoiding getting hit by Hopper. Occasionally, you will come across a health spewing plant, but you can't hang around too long. Try to get the temporary invincibility that it shoots out.



Snag all of the letters and hit the exit — it's time for the final battle!

LEVEL 15 – CANYON SHOWDOWN



There are three separate zones in the final level. Each one requires that you get Hopper's health meter knocked down a notch before a blocked passage will open up and you will be able to move on. Each zone also contains a moveable seed. Beginning with zone 1, you will be able to make a Propeller Plant and move it around to get grain, letters and access to higher areas (where you will battle Hopper).



In this first zone, you will find the letters 'F' and 'I', and the Super Berry (you will need it to do any damage to Hopper). Look for pictures of bones on the rock walls — they mark the center of activity.



Once you pound on Hopper a little bit, the wood-blocked passage at the end of this area will open up, allowing passage into the next.



In this second area, look for the bones and you will find a seed and the letter 'K'.



You will fight Hopper from the tops of all the plateaus in this area. Use your seed and move it toward the line of trees on the mountain in the distance. He will attack you near the blue checkpoint.



Then, he will attack near the green checkpoint; take your seed so you can fight him from a plateau.



Once you beat him back a couple of times, it's on to the third area. Climb up the rock steps in this area and snag the letter 'I'. The bird is at the top of these steps; keep firing at Hopper and, eventually, you will lead him to his doom and the end of the game. That's it! You've collected all of the F-L-I-K letters and opened up all of the Silver Challenges Congratulations!

INFOGRAMES' KLUSTAR
DEVELOPED BY REBELLION

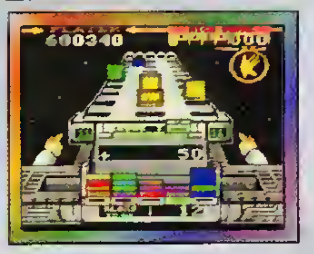


Infogrames, with the help af develaper Rebellian, have added Klustar ta their grawing lineup af Game Bay Calar titles. Klustar is a new puzzle game in the tradition af Tetris, with different shaped pieces falling fram the sky. The abject in Klustar is ta prevent the Klustar fram growing so large that it fills the screen, by getting square matrices af blocks. When yau da get a matrix, the blocks will disappear and the Klustar will callapse inwards. The difference here (and it's just ane af many differences) is that the pieces can came fram any af the four sides af the screen! As yau attach puzzle pieces ta yaur Klustar, yau can ratate it in any af the four directians in arder ta make the piece fit in the best possible locatian. In the aptians menu, yau can select fram which direction the pieces will come, ar yau can make it rondam so that yau'll never knaw where they're caming fram, and then yau'll have ta cantinually ratate the Klustar! If yau're lasing graund ta the pieces, and yaur Klustar is becaming unshapely, it will become sa big that yau wan't be able ta ratate it anymare, thus signaling that the end is near! Klustar is an interesting twist an the Tetris theme, and puzzle fans af this type will want ta give Klustar a try.





MIDWAY'S KLAX
DEVELOPED BY DIGITAL ECLIPSE



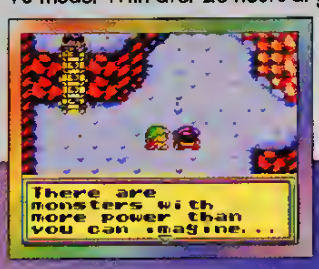


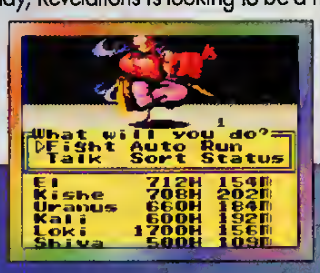
As Midway cantinues to bring out their Arcade Hits games to the Game Boy Color, game players of all generations are enjoying terrific playing classics in the palm of their hands. First their was Defender/Joust & Moon Patrol/Spy Hunter, naw Midway has released the arcade puzzle game classic, Klax. Like most puzzle games, the idea is simple; callect tiles on your paddle as they came dawn the conveyer belt (yau can hold up to five tiles at a time). Drop the tiles into the wells below and connect them with tiles of the same calor to earn points. Tiles can be matched horizontally, vertically, or diagonally, and they move dawn the conveyor belt which has five lanes. If yau don't catch a tile it will drop, and then the "Drap Meter" records the drap with an indication light. When all the lights are lit, the game is aver. The well can hold up to 25 tiles (5x5), sa yau always need ta be aware of where yau are going with yaur next tile. Also, there are 100 levels in Klax, with each one requiring a certain task to be completed before moving on to the next level (either point based or number af Klaxes required). There are variaus gameplay styles that help mix things up, such as Klax Wave, Diaganal Wave, and Point Wave. Klax has stood the test af time so far, and making the transition to the super-small screen should be no problem. Klax fans rejoice!

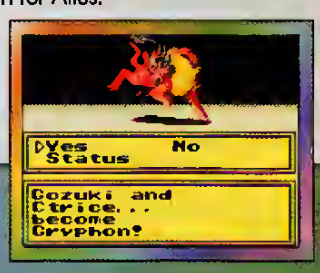
ATLUS' REVELATIONS
DEVELOPED BY ATLUS

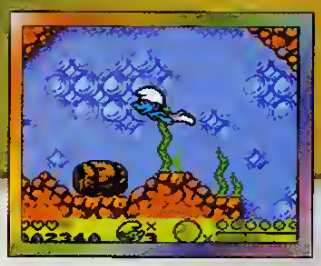
RPG's on the Game Boy are few and far between. When we heard Atlus was "revving" up to release their first Color Game Boy game, which would be a unique RPG entitled Revelations: The Demon Slayer, we went all gonzos and begged and pleaded for some advance screen shats. Being the ultra-cool gamers that they are, Atlus had na problem sending us these four shats to whet our appetites for mini-RPG action. The good news is there's nothing mini about the game itself. Revelatians is a full-blown RPG of the sort you'd expect to play on yaur SNES (but nat quite N64 caliber). Revelations is a classic tale of mansters and magic, featuring the never tiring stary of a young apprentice learning the art af magic and cambat, until ane day, an evil darkness cavers the land. That's when strange creatures start ta appear and all the trauble starts. One of the unique things about Revelations is that creatures yau came across can be "talked into" joining yaur farces. If, or when they do, yau can then fuse them with ather creatures ta create a new, more powerful ane. When you think yau have a truly "killer" creature, yau can link up two Game Boys and pit your creature up with a friend's in a special twa player VS mode. With aver 20 hours af gameplay, Revelations is looking to be a nice start for Atlus.











INFOGRAMES'

THE SMURF'S NIGHTMARE

DEVELOPED BY INFOGRAMES

It was a good thing Hefty Smurf was out smurfing in the woods, otherwise there would be nobody around ta save the entire Smurf Village. You see, the evil Gargamel cast a wicked spell over the village, causing all of the Smurfs to be trapped in their worst nightmares! Luckily, Hefty Smurf finds a magic pation in Papa Smurfs laboratory, and he can safely enter into the dreams of the other Smurfs. And, so, your quest to save the Smurfs begins! The Smurfs Nightmare contoins six detoiled levels, and many bonus stoges. The object is to get through each stage, completing the required tosks, and then restoring your health or obtoining extra lives thraugh the bonus rounds. The levels are filled with different items to callect, like Raspberry Juice Flasks that increase your energy by a paint, big hearts that add one heart permanently to your energy bor, Nettle Juice that makes you invincible for a few seconds, and many other items. One item you won't want to pass by are the Sarsoparilla Leaves — callect 40 of these and you get to go to the bonus stoge at the end of the level! To help you find all of the leaves, you will be able to make your Hefty Smurf walk, jump, swim, duck, push, fly in a soap bubble, and even fly with wings. Infogrames continues to produce some af the more innovative Game Boy Color titles, and The Smurfs Nightmare is another example. Smurf fons will certainly want to check it out, but even non-fans af the blue characters will have fun with this game.




ACCLAIM'S

WWF ATTITUDE

DEVELOPED BY CRAWFISH INTERACTIVE

Just when you thought you had seen it all, Acclaim has brought their WWF series of games to the small screen. And, not only does WWF Attitude share many of the features of its N64 big brother, but it does it all with only two buttons (ak, three, 'cause you gotta use the select button for special moves)!

There are seven different modes of gameplay in Attitude; Challenge (work your way from the bottom and take on all challengers to get to the WWF Championship), Career Mode (as they say "it ain't work for a clerk, jerk", and they're correct — fight EVERY fighter on your way to the top), King af the Ring (8 fighters, one belt — wrestle until you lose), Vs (a ane match event battling anyane you desire), Tag Team (you know what to do), Cage Match (Yes! If you try to leave too soon, your opponent can rattle the cage and watch you drop like a rock — you smell what I'm cookin'?), and Training Mode (learn before you talk).

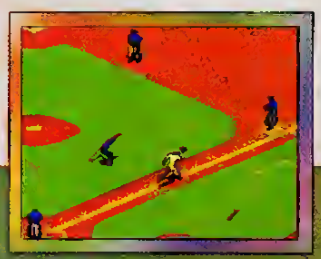
There are 20 wrestlers in WWF Attitude, including Stone Cold, the Rock, Undertaker, Triple H, Val Venis, and Sable. Each character has his/her own finishing move, so you can expect to see The Money Shot, The Tombstone Piledriver, the Implant DDT, and the Mandible Claw. For WWF fons, and owners of the Game Boy Color, it just doesn't get any better than WWF Attitude.

ACCLAIM'S

ALL STAR BASEBALL 2000

DEVELOPED BY REALTIME ASSOCIATES

The first baseball game for your Game Boy Color has arrived on the scene, and it's packed full of features that are normally only found on the consoles. All Stor Baseball 2000 from Acclaim represents the new wave of sports titles for the world's most popular handheld gaming system, and here's a list of reasans why. First, you can participate in season play (162, 87, 30, or 15 game length), ga straight to the All Star game ar the playaffs, take batting practice, play an exhibition game, or even try yaur hand at the Home Run Derby. Before each game you can rearrange your lineup, check the season stondings, ar even make changes to your fielders' positioning (standard depth in the outfield, for example). As far as gameplay is concerned, ASB 2000 plays remarkably well for the small screen. The pitcher/batter interface is the key to a successful baseball game, and ASB delivers. The pitcher can select from three different pitches, and then can elect the speed of the pitch (fast, medium, or slaw). Heck, yau can't even da that with ASB for the N64! Also, the pitcher can use an adjustoble height scale to get even mare accuracy with the selected pitch. Batting is accomplished with the simple timing mechanism, and works well. All Stor Baseball 2000 is a solid gaming experience that na sparts fan will want to be without — go check it out know before the season passes you by!








VIGILANTE 8

PASSWORDS

"A_MOON_GETAWAY"
reduced gravity

"POPULATION_OUT"
na enemies present

"LIVING_FOREVER"
na damage (invincibility)

"LONG_SLIDESHOW"
all ending movies play in sequence

"MIX_MATCH_CARS"
allaws multiple players to choose the same car, and ta chase a car belanging ta enemy gang in 2P Quest

"GANGS_UNLOCKED"
unlacks all cars except flying saucer

"GIMME_DA_ALIEN"
unlacks the flying saucer

"LEVEL_SHORTCUT"
unlacks hidden levels

"MISSILE_ATTACK"
enhanced missile

"I_AM_TOUGH_GUY"
hardest difficulty level

"GO_REALLY_SLOW"
slaw matian mode

"MAX_RESOLUTION"
ultra high-res display mode

"FIRE_NO_LIMITS"
na weapon delay while firing

"JTBT7CFD1LRMGW"
Unlack Everything













SCARS

PASSWORDS

CRYSTAL CUP
LGSSSX

DIAMOND CUP
CRKKYY

ZENITH CUP
DZPKKK

MASTER MODE
PXPRTS

SCORPION CAR
SDSSRT

COBRA CAR
TRTTLL

CHEETAH CAR
NRNNRR

PANTHER CAR
YMSTTR

ALL CARS & TRACKS
WLLVDD

ALL CARS & CUPS
GGWWOO

OPEN ALL SECRETS:

AT PLAYER SELECT SCREEN, PRESS LEFT, UP, RIGHT, DOWN, Z, R, DOWN, LEFT, UP, RIGHT.











F1 WORLD GRAND PRIX

RACE ON THE HAWAII TRACK:

Enter Exhibitian and then select Drivers. Cycle thraugh the drivers until yau find the driver Williams. Select Edit Name and change the driver's last name to VACATION. Return ta the title screen, then re-enter Exhibitian and select Caurses. Cycle thraugh the tracks until yau find the bonus track-Hawaii.

CODES FOR CHEATERS

You can race on this track in Exhibition, Time Trial, and Two-Player mode.

RACE AS THE GOLD DRIVER:
Enter Exhibition and then select Drivers. Cycle through the drivers until you find the driver Williams. Select Edit Name and change the driver's last name to PYRITE. Return to the title screen, then re-enter Exhibition and select Drivers. Cycle through the drivers until yau find a new one-Gold Driver. You can race as this hidden driver in Exhibition, Time Trial, and Two-Player modes.

RACE AS THE SILVER DRIVER:
Enter Exhiibiton and then select Drivers. Cycle through the drivers until you find the driver Williams. Select Edit Name and change the driver's last name to CHROME. Return to the title screen, then re-enter Exhibition and select Drivers. Cycle through the drivers until you find a new one-Silver Driver. You can race as this hidden driver in Exhibition, Time Trial, and Two player.

NASCAR 99

HIDDEN DRIVERS
At the main menu screen, highlight Single Race and press A. Enter the following codes at the Single Race menu:



RACE AS ALAN KULWICKI:
Highlight Select Track and press Right until the Bristol track appears. Highlight Select Car and quickly press Z, Z, Z, Z, Z, Z, Z, Z, R.



RACE AS BENNY PARSONS:
Highlight Select Track and press Right until the Richmand track appears. Highlight Select Car and quickly press top-C, right-C, bottom-C, left-C, Z, Z, Z, L, Z, Z.



RACE AS BOBBY ALLISON:
Highlight Select Track and press Right until the Charlotte track appears. Highlight Select Car and quickly press top-C, L, battom-C, right-C, L, R, L, R, Z, Z.



RACE AS CALE YARBOROUGH:
Highlight Select Track and press Right until the Darlington track appears. Highlight Select Car and quickly press L, R, L, L, L, left-C, left-C, R, R, Z.

RACE AS DAVEY ALLISON:
Highlight Select Track and press Right until the Talladega track appears. Highlight Select Car and quickly press top-C, left-C, battam-C, right-C, L, R, L, R, L, R

RACE AS RICHARD PETTY:
Highlight Select Track and press Right until the Martinsville track appears. Highlight Select Car and quickly press top-C top-C, bottom-C, bottom-C, left-C, right-C, left-C, right-C, L, R

NIGHTMARE CREATURES

ULTIMATE PASSWORD CHEAT
From the main menu, go into Enter Password. Input the follawing password ta activate a level-select, the aption to play as a monster, and invincibility: Press Left, Up, top-C, left-C, Down, Left, left-C, Up.



BUST-A-MOVE 2 ARCADE

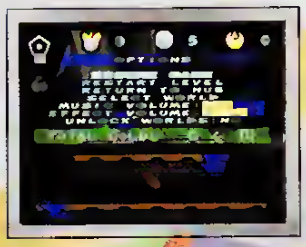
ANOTHER WORLD
At the main menu screen that reads, "Game Start", Time Attack", and "Options", enter L button, up on D-pad, R button, and dawn an D-pad. This will give you access to "anather world" full of new puzzles. After entering this code, a tiny character will appear in the lawer right partion of the screen. Select "game start" and when you select "Puzzle Game", it will say "Another World" underneath it. Press A and yau'll ga to another world!

BONUS CHARACTERS
Start a new Puzzle game, and at the screen where yau choose yaur path, press Left, Left, Up, Down, L, R, L, R, L + R. If you do it it right, a Character Select screen will appear.

EXTRA PUZZLES
For more puzzles, press A, Up, B, Down at the Title Screen.

LEVEL SKIP
While playing press: Z, R, L, and A simultaneously to skip to the next stage.

LODE RUNNER 3D

LEVEL SELECT

While in a level press Start to pause the game and hold the Z Button. While holding Z, press R, B, A, B, A, C-Up, C-Down, C-Left, C-Right, C-Up, C-Down, C-Left, C-Right. A tone will sound and the option 'Unlock Worlds' will appear. Highlight the option and turn it to "Yes" to access all of the worlds.

SNOWBOARD KIDS 2

ALL CHARACTERS, BOARDS AND LEVELS
Straight from the developers comes the code you've all been waiting for. At the Title screen press Z, B, C-Up, Down on the d-pad, Left on the stick, Right on the stick, Up on the D-Pad, R, Z, A.
NOTE: You must start a new game after entering this code. It will not work with saved games.

EXPERT MODE
To access Expert Mode, complete Story Mode successfully.

HEAD START
When Mr. Dog says "GO" at the start of a race, hit the B button and you will get a rocket start.

PLAY AS DAMIEN
To play as Damien, win the entire game in Story Mode.

SPECIAL BOARDS
First, to get the Special Boards, you need to have activated Expert Mode. Then, race on the track in Expert Mode.
Poverty Board — Beat Sunny Mountain to get the Poverty Board. While using this board you will lose money.
Feather Board — Beat Turtle Island to get the Feather Board. When you jump, it will have the same effect as if you were using wings.
Ice Board — Beat the Snowman Boss to get the Ice Board. This board is slippery and hard to control.
Star Board — Beat Wendy's House to get the Star Board. This board is a great all-around board.
Rich Board — Beat Linda's Castle to get the Rich Board. You will gain about 5 coins a second while using the Rich Board.
Dragon Board — Beat the Dinosaur Boss to get the Dragon Board. This board comes permanently equipped with Rockets and Wings.
Ninja Board — Beat Starlight Highway to get the Ninja Board. You will always be invisible while using this board.
Charm Board — Beat Haunted House to get the Charm Board. You can't be ghosted while using it.
High-Tech Board — Beat Mecha-Damien to get the High-Tech Board. This board comes equipped with the Speed Fan.

TRIPLE PLAY 2000

CONTROL STADIUM NOISES
You can control stadium noises as you round the bases after a homer. Press C-Up for a soft horn, C-Right for a loud horn, and C-Down for a whistle.

WCW NITRO

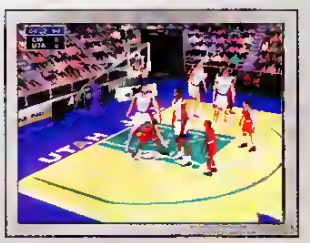
All of these codes should be entered at the main title screen;

ALL WRESTLERS
right-c (four times), left-c (four times), R (four times), L (four times), Z (once)

EXTRA RINGS
left-c, L, right-c, R, left-c, L, right-c, R, Z
Big Heads (caused by damage) — left-c (seven times), L, Z

NBA JAM 99

Press Start during a game, then enter these codes;



AUTOMATICALLY MAKE YOUR NEXT SHOT:
L, L, C-Up, L, L, C-Up, L, L, C-Up, Z

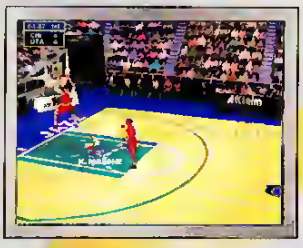
CODES FOR CHEATERS

DUNK FROM ANYWHERE:
L, L, C-Dawn, L, L, C-Dawn, L, L, C-Dawn, Z



SUPER PUSH:
L, L, Up (an D-Pad), L, L, Up (an D-Pad), L, L, Up (an D-Pad), Z

TIE THE SCORE:
L, L, Dawn (on D-Pad), L, L, Dawn (on D-Pad), L, L, Down (an D-Pad), Z



TURN TEAM ON FIRE:
L, L, Right (an D-Pad), L, L, Right (an D-Pad), L, L, Right (an D-Pad), Z

CANCEL ACTIVATED CHEATS:
L, L, Left (an D-Pad), L, L, Left (an D-Pad), L, L, Left (an D-Pad), Z

SMASH BROTHERS

PLAY AS CAPTAIN FALCON
Beat the game with any character an any difficulty level and number af lives. Then, defeat Captain Falcan. Alternatively, beat the game in under twenty minutes. Then, defeat Captain Falcan.

PLAY AS PURIN (JIGGLYPUFF)
Beat the game with Captain Falcan an any difficulty level and number af lives. Then, defeat Purin.

PLAY AS NESS FROM EARTHBOUND (MOTHER 2)
Beat the game an the narmal difficulty setting and three lives. Then, defeat Ness.

PLAY AS LUIGI
Beat Banus Game 1 "Break The Target" with the eight ariginal characters and ane banus characters. This can be dane during Banus 1 practice. Then, defeat Luigi. If yau lase the match, camplete Banus 1 again with any character far a rematch.

ITEM SWITCH MENU
Accumulate twa hundred kills with any character in their tatal recards ta unlack an item switch menu. Optians an this menu include toggling certain weapons and the frequency they appear. Alternatively, select versus made, chaase any character far yaurself and the three CPU players. Select "Stock" mode, set the number lives ta ten, and camputer handicaps ta five. Begin a game and win. Then, enter the aptians screen under versus mode ta access the items switch menu.

SOUND TEST
Beat Banus Games 1 and 2 with all characters, including the secret anes. This can be dane during Bonus 1 and 2 practice.

CLASSIC MUSHROOM KINGDOM STAGE
Beat the game with all eight original characters. Then the Classic Mushroom Kingdam stage will be available under versus mode.

ALTERNATE COSTUMES
At the character selectian screen, press C-Left, C-Right, C-Up, or C-Down.

CHANGE CHARACTER VIEW
At the character biography screen, hald Z and press the Analog-stick.

BORROW A LIFE
Begin a team game under versus mode. Then if yau lase a life, press Start ta take a life fram yaur partner.

LOSE A POWER AS KIRBY
If yau want ta intentianally lase a pawer gained after eating anather character as Kirby, press L ta execute his taunt.

RAMPAGE 2: UNIVERSAL TOUR

CHARACTER PASSWORDS

Play as George
Enter "SM14N" as a password.

Play as Lizzie
Enter "S4VRS" as a password.

Play as Ralph
Enter "LVPVS" as a password.

Play as Myukus
Enter "N0T3T" as a password.

Play as alternate Myukus
Enter "B1G4L" as a password ta play as a purple versian af Myukus with perfect stats.

ACCLAIM SPORTS

www.acclaimsports.com

www.majorleaguebaseball.com
www.bigleaguers.com

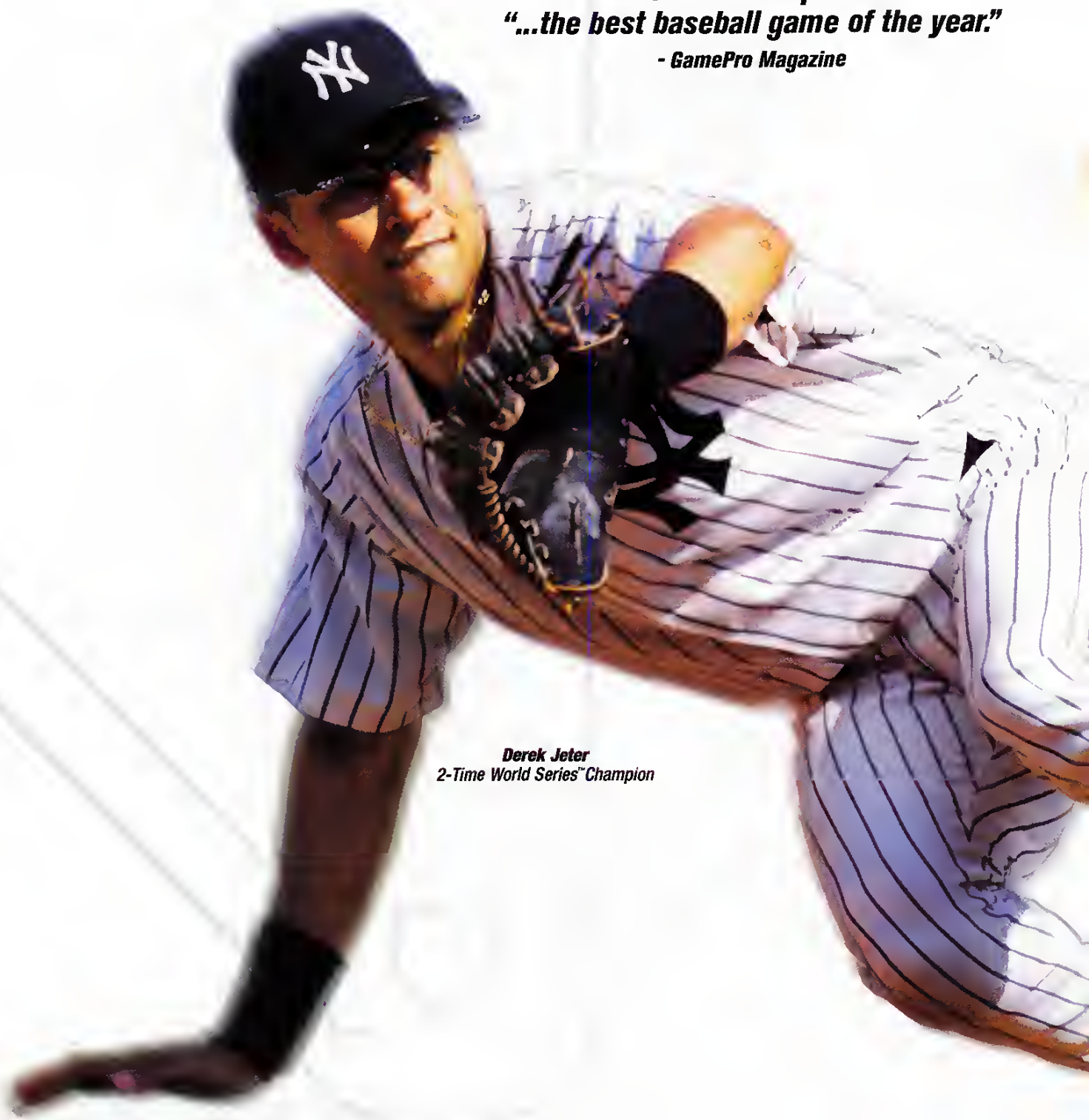
WHAT A GAME.

EVERYONE E CONTENT RATED BY ESRB

GAME BOY COLOR

NINTENDO64

The smash sequel to
"...the best baseball game of the year."
- GamePro Magazine



Derek Jeter
2-Time World Series™ Champion

Next Generation Technology
Award-winning Hi-Rez™ graphics and 3-D sports engine

All-New Player Models
Featuring sunglasses, high socks, and alternate team jerseys

Authentic Major League™ Strategy
Scouting reports by Derek Jeter

All-New Instant Replay
Check out those close calls at the bag

Over 1500 All-New Play-by-Play Calls
The Yankees™ John Sterling and Michael Kay call the action

More Than 400 All-New Animations
Spectacular over the shoulder catches and swipe tags

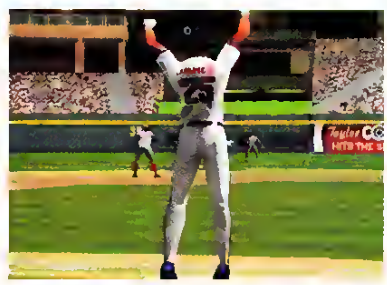
Advanced Batting Control & Variable Pitch Speeds
Adjustable 3-D batting icon for total batting control

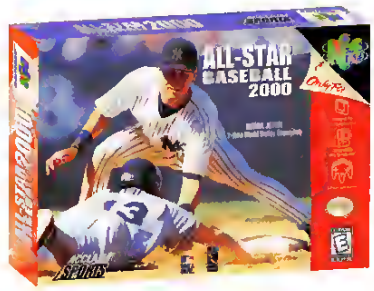












ALL-STAR BASEBALL™ 2000

sweat the details™



Major League Baseball trademarks and copyrights are used with the permission of Major League Baseball Properties, Inc. ® MLBPA Officially Licensed By Major League Baseball Players Association. Developed by Iguana Entertainment, Inc., an Acclaim Entertainment studio. Nintendo, the Official Seal, Nintendo 64, Game Boy, Game Boy Color and the 3-D "N" logo are trademarks of Nintendo of America Inc. ©1996 Nintendo of America Inc. Acclaim is a division of Acclaim Entertainment, Inc. ™ & © 1999 Acclaim Entertainment, Inc. All Rights Reserved. Screen shots shown were taken from the Nintendo 64 version of the video game.

NINTENDO 64

Only For

All the muscle you don't have yet.



"The Gran Turismo of the N-64."
-IGN64.com

WORLD DRIVER championship

Your Passport to Racing

Welcome to wimp-free racing. 33 finely tuned machines, 120 international racing environments, and speeds that'll blast pure octane right through your scrawny veins. It's 100% pure beef, even if you're not.







MIDWAY

ONLINE GAME STORE

BOSS game

EVERYONE E ESRB

www.midway.com

World Driver: Championship ™ & © 1999 Boss Game Studios MIDWAY and the M in a Circle Design are trademarks of Midway Games Inc. Distributed under license by Midway Home Entertainment Inc. Nintendo, Nintendo 64 and the 3-D "N" logo are trademarks of Nintendo of America Inc. ©1999 Nintendo of America Inc. Licensed by Nintendo

RETROMAGS

Our goal is to preserve classic video game magazines so that they are not lost permanently.

People interested in helping out in any capacity, please visit us at www.retromags.com.

No profit is made from these scans, nor do we offer anything available from the publishers themselves.

If you come across anyone selling releases from this site, please do not support them and do let us know.

Thank you!

